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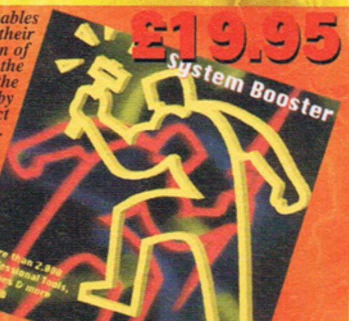


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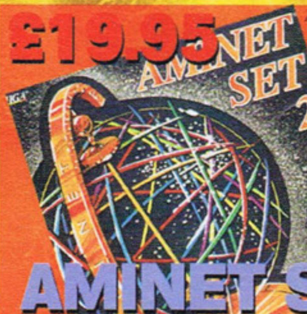
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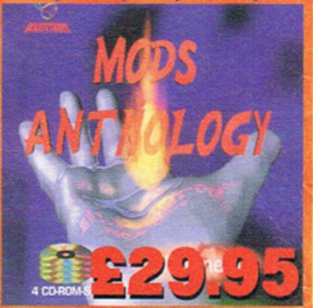
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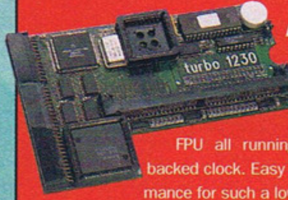
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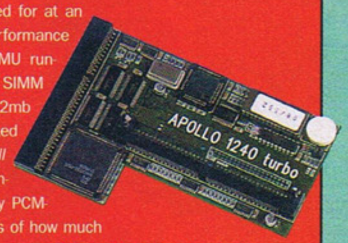


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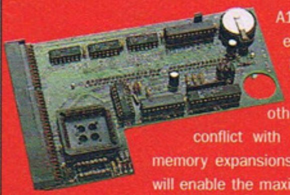
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Month In View



There's cake, there's (cheap) Champagne, and there's the one thing guaranteed to get a party started, Nick Veitch.

One Hundred, not out. Well, it is out actually, otherwise you wouldn't be reading it. If you are the sort of person who never bothers to read the cover, I should explain that this is our celebratory special one hundredth issue of the world's biggest Amiga magazine.

To celebrate 100 issues, exactly half of which I have helped or hindered along the way, we have put together a special feature, including our top 100 games, Shareware and serious products of all time. There is an informative "who was who" of the last 100 *AF*s, and a special replica of issue one ready for you to put together.

But all that is in addition to some of the best games and serious products we have had the fortune to review all year, including the rather excellent *Nemac IV*, the tremendously useful Catweasel and the new *Lightwave* add-on, *Surface Effectors*.

One final thing. I would like to thank all the sterling members of the *Amiga Format* team who over the years have consistently produced an excellent magazine, and one which quite rightly has always been the most popular Amiga mag.

And of course, I shouldn't forget you, our readers, who have showed the good sense to continue buying it for all that time. But enough. You get on with reading this special issue and I'll get on with tucking into all this cake…



Nick Veitch
Happy Person



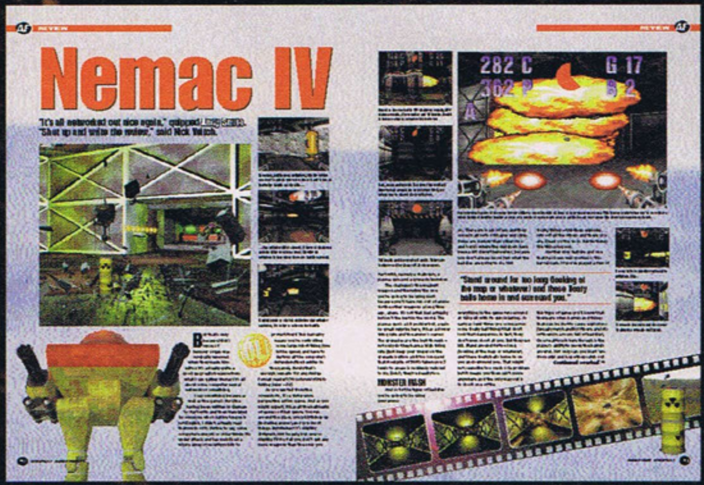
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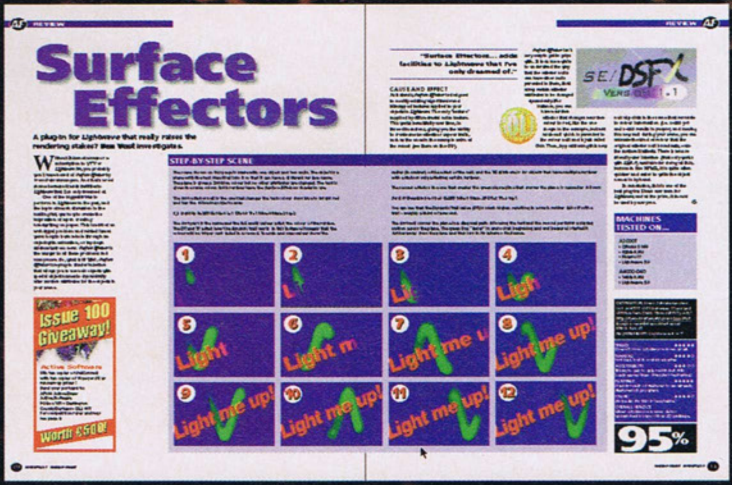
100TH ISSUE CELEBRATIONS P15
Okay, who wants some cake? Everyone turns up for our *AF100* celebration.



CATWEASEL AND BUDDHA P69
Take a fresh look at the way you attach High Density drives to the Amiga.



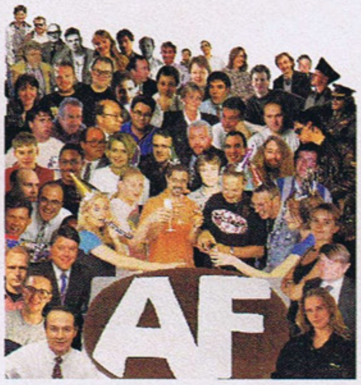
NEMAC IV P40
It took us ages to coax **Andy Smith** out from behind the sofa to play this game, but once he started, he couldn't get enough!



SURFACE EFFECTORS P70
It might look like a blobby green light bobbing up and down, but apparently it is very cunning and ingenious, according to Ben.

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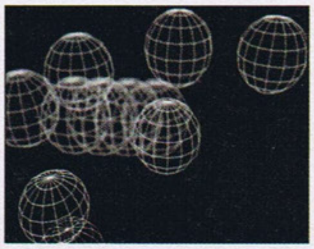


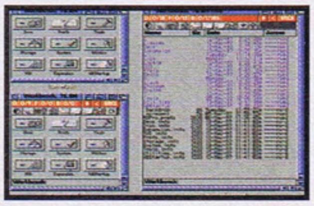
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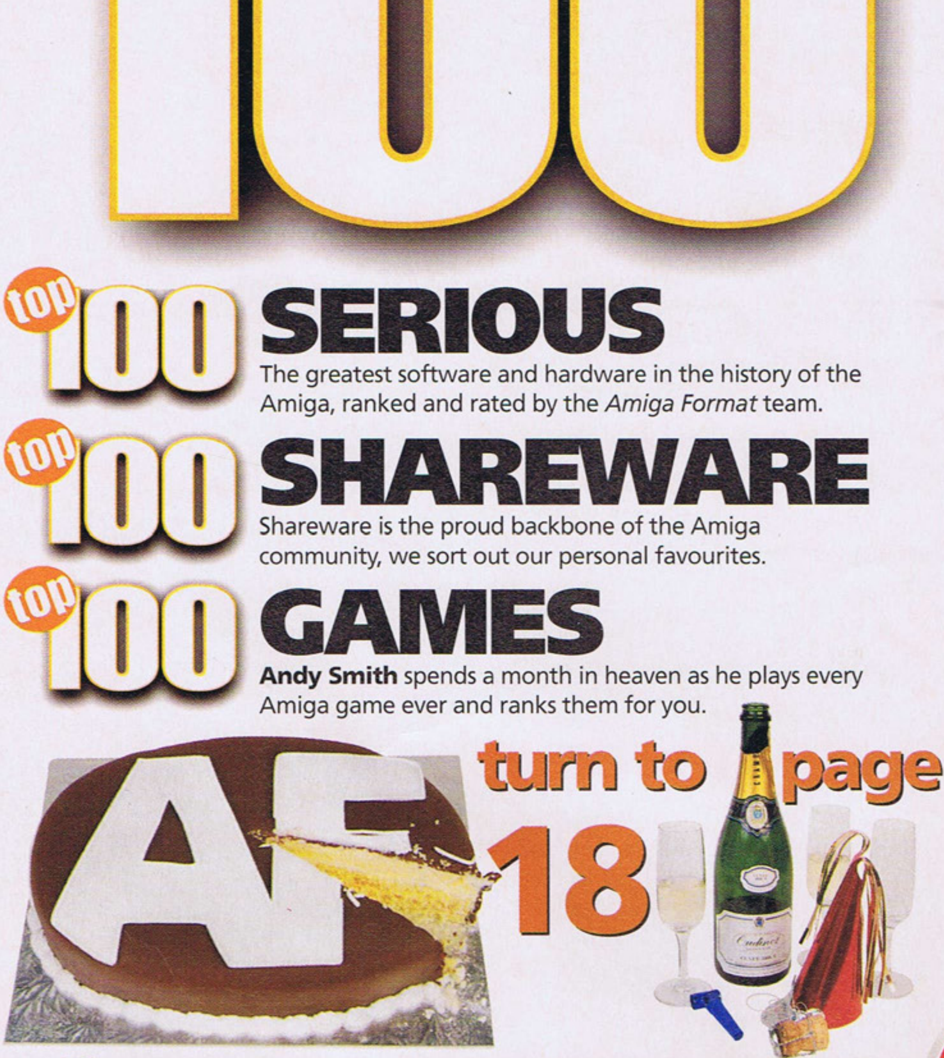
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ISSUE 100 AUGUST 1997

AF COVER STORY

100



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AF SCREENPLAY



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Coverdisk Instructions
AMIGA FORMAT p108

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AMIGA FORMAT p104

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Golden Image July Offer: £20 off CD ROMs listed

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c) Use Internal IDE port with GI-Quatro buffered interface if you have 3.5" Hard Drive (will be with full IDEFIX software).

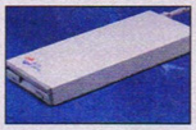


All CD ROM drives have play CD facility. Audio connection at front as well as at the back.

	External A600/A1200	Internal A1500/A2000	External* A500/A500+	Internal A4000
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*(for A500/A500+ Alfapower hard drive controller and Hard Drive is required). A1500/A2000 supplied with IDE controller & software. A4000 supplied with AlfaQuatro interface & Full IDEFIX software.

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External Floppy Drive for all Amigas......£39.95
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IDE 2.5" Hard drives come formatted and installed with Workbench. Cable, screws, software and instructions supplied. *(please ring for availability)*

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44pin 2 connector cable £3.00
40pin 3 connector cable 90cm.....................£5.00
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AlfaQuatro 3x40pin interface & IDE cables........£39.95
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1230 33Mhz + 16Mb....................£175.00
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1230 50Mhz + 8Mb £189.00
1230 50Mhz + 16Mb....................£219.00

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What's up?

Amiga Power!

A small village on the north coast of Norfolk has become a haven for Amiga devotees. Sick of people in the industry knocking his trusty machine, John Kelly decided there was safety in numbers and armed himself with a team of enthusiasts who are proud to call themselves the Amiga User's Group. The tiny club, "out in the sticks" at Felbrigg draws its 50 members from as far as thirty miles away, and meets once a week to chat and swap Amigan experiences.

"People bring their own machines to the club for "hands-on-experience," says Kelly. "Newcomers to the scene and... the more experienced users seem to get their problems solved in a very friendly environment. There always seems to be someone who can find, or who knows, the answer." He's passionate about the durability of the Amiga, saying, "don't try to tell me that the Amiga is dead. Our group is living proof of its viability and our group is going from strength to strength." Feisty stuff.



Because it's the 100th issue of *Amiga Format* and because we're such damn generous people we've organised loads and loads of Amiga-related goodies to give away in this special centenary issue. In fact there are over £8000 worth of prizes in total, so keep your eyes peeled for the competition boxes dotted throughout the magazine. The instructions couldn't be simpler, just send a postcard clearly marked with your name, address and phone number to the address in the box. Please state clearly on your entry if you do not wish to receive details of other special offers from either Future Publishing or other carefully selected companies. Closing date for all competitions is 1st September 1997. Employees of Future Publishing and the companies involved are not eligible to enter. Good Luck!

AMIGA FORMAT news

Amiga Progress!

GATEWAY 2000
"You've got a friend in the business."®

In news just breaking as we go to press, Amiga International have appointed an R&D manager. The new man is a senior engineer at Gateway 2000 and has a long history with the Amiga and video work. He was also, in part, responsible for Gateway's Dimensions PC – a product which is half TV, half computer. He will be based at Gateway's Sioux City headquarters and will co-ordinate the efforts of a worldwide team of outside software developers, some of whom will be familiar names.

Herr Tyschtschenko has also recently had meetings with both Phase 5 and Pios to discuss the future of the Amiga as regards potential PowerPC development, but as yet nothing has been concretely resolved on this issue.

Lastly, Amiga International has also granted a license to Micronik, the manufacturers of the Infinitiv tower case, to make their own tower-based A1200s. These will come in a variety of configurations to suit different needs and budgets and will be available through normal distribution channels.

> **"He will co-ordinate the efforts of a worldwide team of developers."**



In case you're wondering, the Dimension is the big black one at the back.

AMIGA ANGELS UPDATE

Thanks to everyone who put forward their name for the Amiga Angels list that we maintain here and on the CD. If your details aren't correct, or you want to add something, please get in touch. If you've thought about signing up, why not send your details to:
Amiga Angels
Amiga Format
30 Monmouth Street
Bath BA1 2BW
or drop us an email at bvost@futurenet.co.uk with Amiga Angels in the subjectline.

BIG RED ADVENTURE RESULTS

If you entered our competition to win a copy of Power Computing's *Big Red Adventure*, then the time's come to find out if you were lucky. Here are the winners:
James Milner, Guilsborough
Wendy Augustine, Harrow
Sandy Brownlee, Turriff
Ken Heslip, Rathfarnham
James Verrill, Warrington
Andreas Kuerzinger, Lunzenau, Germany
David Bielby, Wakefield
David Pink, Leeds
R.C. Turner, Weston-Super-Mare
W.G. McGill, Farnborough

READER ADS

We're only getting a trickle of response to our Reader Ads, so there's not really room to print them just yet. However, all entries received will go onto the CD-ROM in the -Look_here_1st!-/Reader Ads drawer, so keep them coming to:
Reader Ads
Amiga Format
30 Monmouth Street
Bath BA1 2BW
or email them to bvost@futurenet.co.uk with the subject line Reader Ads.

A Demo

competition

Active Software and Demon Internet have come up with a special offer for our 100th issue. Demon are offering all *Amiga Format* readers 30 days' FREE unlimited Internet access. And we're giving you a lite version of *NetConnect* with all the software that you'll need to get online. This means that if you've been unconvinced by articles about the Internet, or put off by the cost, now's your chance to try it out before you buy.

Founded in 1992, Demon Internet is the UK's largest, most experienced provider of fast, dial-up access to the Internet. After you've taken advantage of this offer you can decide whether or not to continue an account with them. If you choose to, then a fixed monthly subscription will cost £10+VAT, providing you with full dial-up Internet access. And you can keep your phone costs to a minimum because wherever you're based in the UK, Isle of Man or Channel Islands, you can connect to the Internet via a local phone call.



Your £10+VAT a month will also get you 5Mb of free Web space. This means you can have a go at creating your own Web pages. Demon also offer free 24-hour hot-line support, seven days a week.

"You can send and receive as much email as you want."

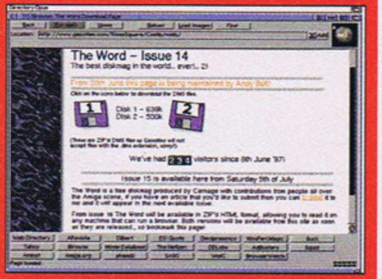
NetConnect is Active Software's easy-to-use suite of Internet software (*AF98* 92%). It comes with everything you will need online from *AmFTP* to *Voyager, MicroDot II* to *AmIRC*. The demo version of this software can be found on this month's CD. It is limited to one

Net Corner

If you can't get enough informative info on your favourite computer platform, you may like to check out a diskmag or two for an, er, alternative perspective on things. One of the more recent forays into this field of publishing is The Word. You can download this disk mag from the home page at http://www.geocities.com/TimesSquare/castle/4466/

If you are looking for a more official source of information, then you could do worse than subscribing to the Gateway 2000 mailing list. They even have a special button for the Amiga, so you don't have to receive a load of nonsense about new PC models and such stuff.
http://www.gw2k.com/interact/maillist/subscribe.html

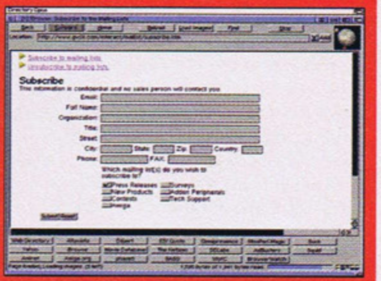
For those of you more concerned with the specifics of developing for the Amiga, there's a recent start-up site by the name of No Amiga To Waste http://www.thunderstorms.org/NATW/ which aims to provide a variety of programming information and a forum for discussion. It would probably also be worth your while taking a peek at the more "official" developer site at: http://www.amiga.org/developer



Alternative opinions from the "Word".



Developers get together at NATW.



Subscribe to the GW 2k mailing list...

n deal



hundred days use and only allows you to stay online for an hour at a time, but if you like it then the full version can be obtained from Active Software on 01325 352260. To take advantage of the Demon offer just give them a call on 0181 371 1234 and quote the special code: AMIGA308.

ONLINE SURGE

Demon Internet

It's official: more and more people in the western world are becoming Net literate. Europe's largest Internet Service Provider, Demon Internet, have announced a record total of 100,000 subscriptions to their dial-up access service, since its launch in 1992. The package offered by Demon costs £12.50 (+VAT) as a one-off start-up fee, and a flat rate of £10 (+VAT) per month after that, for full Internet access, with time online being charged at BT local call rates. Fringe benefits of this connection deal are 24-hour technical support, a free 5Mb of virtual Web server and two RealAudio streams for customers' homepages. There is also just one standard price for connection through an analogue modem, ISDN or mobile phone.

Issue 100 Giveaway!



Win an A1200

We have two A1200HDs to give away thanks to Amiga International, Inc. To stand the chance of winning one just send your self-addressed postcard to:
AF100 A1200 Draw
Amiga Format
29 Monmouth St.
Bath BA1 2BW
For competition rules and regs see page 9.

worth £760!

The Bradford Column



I'm sure he wouldn't thank me for quoting him but it wasn't that many years ago that I sat behind a certain David Pleasance at a Computer Arena when he claimed that the CDTV would "make books obsolete." It wasn't the first time someone had said that, in fact the same thing was probably said about radio and then television, and, more recently, the Internet was being hailed as the innovation to end the domination of paper-based information – why would anyone want to buy a book when they can access all the information they will ever need online? It is somewhat ironic, therefore, that one of the world's most (commercially) successful sites is an online bookstore, offering 60,000+ titles for sale from one location.

The Internet offers many such paradoxes. Virtually every major company now has a www address and, after searching them out, a common reaction is "Why?" So many are just wasted opportunities, offering little more – and sometimes less – than company bumph, with graphics seemingly just scanned in from promotional literature. And some of the companies who design these things are making small fortunes from the ignorance of their customers, who feel that they must use a grand-sounding concern with a prestigious real-world address to create their Web site. These companies then provide a reassuringly expensive four-figure invoice at the end.

"It is ironic that one of the world's most (commercially) successful Web sites is an online bookstore!"

I know of one poor chap who spent the last year learning the ins and outs of HTML and graphic design before approaching a large number of local and national businesses offering Web page design. He was a one-man band in the best tradition, and made no secret of this fact, and kept his costs (and thus his fees) low by working from home. Needless to say, he got nowhere, even though he could do the job as good as anyone else and at a much lower rate. Many times he was rebuffed by the same customers who later had their pages 'professionally' designed.

And yet some of the most popular sites can be designed and maintained by a single person with talent and enthusiasm. Indeed, there are some one-man bands offering similar concepts, content and services as the giant real-world companies, who employ teams of experts on a full-time basis – and the one-man band sites are enjoying many more hits per month.

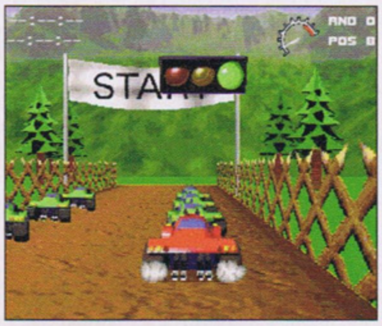
Perhaps the moral here is that if you are a one-man band then it's in your own interests to keep this fact to yourself, and let everyone else think your business, whatever it may be, is bigger than it actually is. And charge accordingly.

Dale Bradford's mobile self-contained musical entertainment is available for weddings and bah mitzvahs, where he will pour forth opinions which are his own, not necessarily those of a special centenary issue *Amiga Format*.

Games news



Sixth Sense Investigations, coming to the *AFCD* next month.



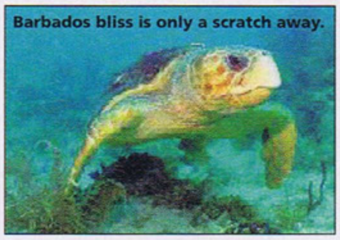
Flyin' High is a 3D racing game. Make a nice change to all those *Doom* clones, eh?

The Amiga games scene seems to be hotting up. We've recently heard from Sadeness Software that they intend publishing Paul Burkey's *Foundation* – a *Settlers*-like game with two player support and an extremely good-looking (at this stage) interface. *Foundation* is due to be released this autumn, but no price point has yet been set for it.

Epic Marketing's games arm Islona has got a whole host of new titles coming out soon. These include the 3D racing game *Flyin' High*, graphic adventure *Sixth Sense Investigations* (we should have a demo of this on next month's CD), Paolo Cattani's brilliant Formula One game *Alien F1*, which will be renamed to *F1 Challenge*. Epic will also be distributing German games *Wendetta* and Doom clone *Trapped* and they are going to re-release popular shoot-em-up *XP8* and *Pinball Prelude*. Further ahead, they are looking to distribute the Flashback-like *On Escapee* by Hungarian group Invictus Team. As if that wasn't enough, Epic are also launching the new AVI player and creator *AVId Pro* that is used for the *Encyclopedia of the Paranormal* CD. For more details on all these call Epic on 0500 131486.

Scratch & Win

Digital optics master Traxdata is offering users of its CD-R media the chance to win one of ten holidays for two in Barbados. Their SUMMERGOLD "Scratch & Win" promotion is linked to sales of their recordable compact discs, so if you fancy your chances of some free sun in the tropics, or a runner-up prize of a DVD player, CD-R Recorder kit or digital camera, you can purchase a Traxdata CD-R , scratch away the silver panel on the paper inlay and all will be revealed. The competition is open to people all over Europe, through Traxdata's offices or distributors, with 10,000 prizes to be won in total.



Barbados bliss is only a scratch away.

Power 4 Lightwave 5

Digital Data Labs have imported a book for *Lightwave* users called Power FX for Lightwave 5 by Alan Chan. It's an addendum to the original FX Kit for Lightwave book by the same author and it covers all the new features found in *Lightwave 5*. Although it concentrates mainly on the new features added to the PC version like OpenGL in the opening chapters, it soon gets down to the dirty details of really manipulating new tools like MetaNURBS and using multiple surface textures. It also gives you a great deal of information on all the plug-ins that accompanied *Lightwave 5* and which were not properly detailed in the manual. If you have *Lightwave 5*, you should really get this book, (priced at £29.95 including postage and packing). Contact Digital Data Labs on 01843 836145 or visit their Web site at www.ddlabs.co.uk for more information.



Issue 100 Giveaway!

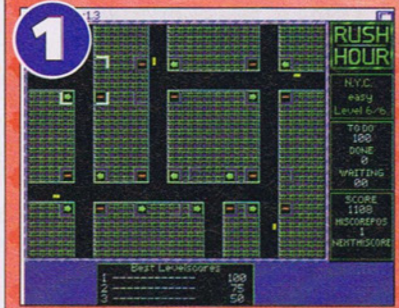
Aminet Bonanza!

Stefan Ossowski's Schatztruhe, the publishers of the Aminet CDs and Aminet Sets have given us five sets of Aminet Sets 1-5 and ten runners-up prizes of the latest Aminet CD to give away. Send your self-addressed postcard to:
AF100 Aminet Draw
Amiga Format
29 Monmouth St.
Bath BA1 2BW
For competition rules and regs see page 9.

worth £1025!

GTI Charts May 97

AFCD14 straight in at number 3 – what more can we say?



1	(1)	Aminet 18
2	(2)	Aminet Set 4
3	(-)	Amiga Format CD14
4	(-)	Geek Gadgets 2
5	(8)	Meeting Pearls 4
6	(5)	Aminet 17
7	(-)	Euro CD 2
8	(7)	Aminet Set 3
9	(10)	Aminet Set 1
10	(6)	Tele-Info CD Vol. 2
11	(4)	Amiga Format CD13
12	(11)	Aminet Set 2
13	(13)	Amiga Developer CD v1.1
14	(-)	Amiga Experience 3
15	(36)	Eric Schwartz CD
16	(12)	Scala Plug-In
17	(23)	Geek Gadgets 1
18	(3)	Amiga CD 5-6/97
19	(14)	Amiga Tools 6
20	(15)	Eric Schwartz CD

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Ultra CD ROM Drives



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*When bought with any modem or SCSI device £99.95 if bought separate

Octagon/GVP SCSI Card £99.99

SCSI-II interface card for big box Amiga's A4000/2000 etc.

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*SCSI Controller Required

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80Mb....	£64.99	120Mb....	£80.99
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340Mb..	£129.99	540Mb..	£139.99
810.......	£149.99	1.0Gig..	£179.99

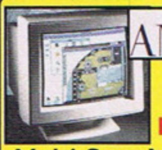
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3.5" Hard Drive Install Kit £19.99

Includes set up software, cables and full instructions, no Hard Drive.

Monitors



AMIGA

New Amiga Monitors

Multi-Sync Monitors

14" 1438s......£259.99

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Disk Drives



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£121.99

Zip Tools Driver Software Suits Zip & Jazz Drives...........£16.99

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- SCSI I/face & adaptor may be req. at an extra cost.

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Fusion is the ULTIMATE software only Mac emulation for ANY Amiga with 68020 or better CPU. Moving on from the Mac emulators of the past, it boasts such advanced features as Virtual memory, on-the-fly screen resolution changing and incredibly fast video (Direct Graphics board Picasso96 and CyberGraphX and Amiga Video).

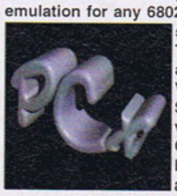


The most technical feature of FUSION is its ICP (Inner-Communications Port). There is a a virtual link between the Amiga and the Macintosh while the emulation is running. This link allows any programmer to access any function normally available to Macintosh programmers.

One of the built-in uses of the ICP is the availability of ALL Macintosh volumes on the Amiga side. This includes multi-volume partitions. The devices become AmigaDOS compatible, and no additional handler or filesystem is required. So, it will be possible to use your favorite file copying tool (i.e. DirectoryOpus) to copy, delete, rename, etc. files on any Macintosh partition, and all from the Amiga side. The ICP is bi-directional, so programmers could write Macinotosh based programs that used Amiga library functions too. The possibilities of the ICP are endless!

- ✔ Supports EMPLANT and AMAX hardware if present
- ✔ Supports all modern Macintosh operating systems (7.1.0 through 7.6)
- ✔ Virtual Memory support (System 7.5.0 or later and MMU required)
- ✔ 68060 compatible (optimal code is used when 68060 is detected)
- ✔ Support for Picasso96 and CyberGraphX, allowing virtually any video board to be used
- ✔ Workbench video driver with autoscrolling and support for up to 256 colours AGA (Millions with Graphics card!)
- ✔ Support for OCS, ECS, and AA video hardware
- ✔ Support for Graffiti hardware
- ✔ Custom QuickDraw replacement yields up to 6x video performance!
- ✔ Mulitple video display support (up to 6 screens at the same time)
- ✔ On the fly resolution switching (System 7.5.0 or later)
- ✔ Custom chunky to planar conversion for fastest possible Amiga hardware graphics (2x the speed of EMPLANT's MACPRO video drivers!)
- ✔ Stereo audio via Amiga audio hardware
- ✔ Stereo audio via AHI compliant devices
- ✔ EtherTalk (requires Amiga Ethernet board)
- ✔ AppleTalk (requires EMPLANT hardware)
- ✔ Support for up to 14 virtual MAC devices, including partitions, hardfiles, and virtual floppy drives
- ✔ Support for the CatWeasel disk drive enhancement
- ✔ Built-in CD-ROM support
- ✔ Direct SCSI access through EMPLANT hardware
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- ✔ Serial and parallel support through any Amiga or compatible port
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- ✔ Clipboard sharing (TEXT only)
- ✔ Custom FPU routines for high performance floating point operations
- ✔ 100% hand optimised 68K assembly language for best performance
- ✔ Support for 256K, 512K, and 1 meg Macintosh ROMs
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- ✔ Support for parallel port sound digitisers
- ✔ Upgradable to PowerMac emulation when Amiga PowerPC boards become available (will require PowerMac ROMs)

PCx is an all new (Software only) 80x86 emulation for any 68020+ Amiga! With features



such as CPU Transcription, CD-ROM and ASPI drivers, VGA/SVGA graphics, Soundblaster support, video card support, Graffiti support etc..... PCx is the most advanced software PC emulator available for the Amiga! **£49.95**

Art Effect V1.5 and V2.0

ArtEffect is the first art program that gives Amiga artists the power and flexibility they need. ArtEffect unites painting and image processing under a particularly productive user interface. It is not "just another" graphics program for the Amiga and is not oriented towards the current "standard" programs on the Amiga, but rather to the classic programs for professional image processing. Proven concepts and ideas of these classic products were merged with the uncontested advantages of the Amiga. The new version 2 adds (among other things) the power of layers and virtual memory support!



ArtEffect 1.5	£ 59.95
ArtEffect 2.0	£119.95



Storm C Professional 2.0 & Wizard 2.0

Storm C is the most developed and user friendly C programming environment available to the Amiga user. Version 2 improves on the well received first release, and now benefits from a lower price for non-commercial programmers. The series in complimented by Storm Wizard GUI creator and further add-on modules for PPC and p-OS will be available soon.

Storm C v2.0 Professional	£179.95
Storm C v2.0 Professional (Non-Commercial)	£119.95
StormWizard 2.0	£ 69.95

NeMac IV - Directors Cut Exclusive UK distributors!!!

15 minutes of beautifully rendered 3D intro and between level animation. 400Mb data on the CD, 40 levels of shooting mayhem! Any Amiga with hard drive and 68020 or better. OCS/ECS/AGA, Graffiti or CyberGraphX Runs in any Amiga screenmode OS friendly (multi-tasking and quitting). Joystick, mouse, joypad, redefinable keys support.





Siamese System 1.5

The Siamese system will allow integration of the Amiga with a Windows 95 capable PC. The kit includes a video switching unit, communication lead, CrossDOS and system software so you can be up and running straight away. A full SCSI networking system can be added, which will require the purchase of a SCSI card on both the Amiga (Surf Squirrel, Oktagon, 4091 etc.) and the PC (Adaptec, etc.). The two systems can now share a single monitor, mouse and keyboard and files can be transferred seamlessly. *New low price!* **£99.95**

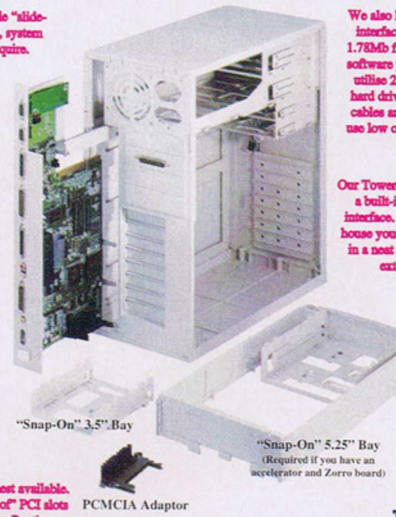
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The PCMCIA slot is available with our adaptor. We also have various add-ons such as Stereo Phono bezel, SCSI adaptors etc.



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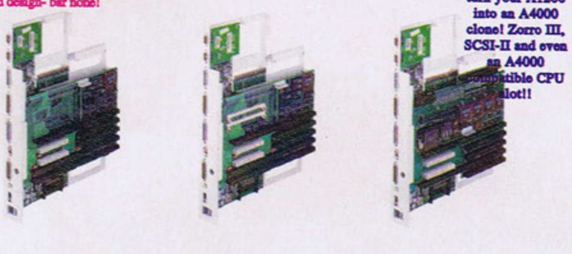
PCMCIA Adaptor

We also have 4-way IDE interfaces, real Amiga 1.78Mb floppy drives (no software patch), cables to utilise 2.5" and/or 3.5" hard drives, twin floppy cables and Catweasel to use low cost PC floppies!

Our Towers are supplied with a built-in PC Keyboard interface. You can even re-house your Amiga keyboard in a neat custom moulded external case!

Our Zorro boards are the finest available. All benefit from "future proof" PCI slots (you can use these with our Pentium boards too!) and the best compatibility and design- bar none!

The new Z3-i board really does turn your A1200 into an A4000 clone! Zorro III, SCSI-II and even an A4000 compatible CPU slot!!



Z1-i Zorro II x 5, ISA x 2 PCI x 2, Video (Option)

Z2-i Zorro II x 5, ISA x 2 PCI x 2, Video (Option), 2 x SIMM

Z3-i Zorro III x 5, ISA x 2, PCI x 2, Video (Option), SCSI-II, A4000 CPU slot

Infinitiv Tower + Amiga/PC Keyboard interface	£119.95
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Z1-i Zorro II x 5, PCI x 2, ISA x 2, Video (option)	£149.95
Z2-i Zorro II x 5, PCI x 2, ISA x 2, Video (option), 2 x 72-pin SIMMs	£199.95
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Infinitiv 1500t-i	Infinitiv Tower, Z3-i Zorro board plus PSU	£469.95
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Genlock M10	£169.95
Genlock M25	£229.95
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Picasso IV

The PICASSO IV is the next generation Amiga multimedia card, offering blistering graphics performance and a "future proof" upgradable specification for all Zorro II or III Amiga's. Picasso IV also includes an integrated flicker fixer - opening the world of high performance, low cost SVGA PC monitors for all display modes. PicassoIV is a Zorro II/III based 64-bit Amiga card using the Cirrus Logic GD5446 graphics chip. It uses 4Mb of 45ns EDO RAM and provides resolutions up to 1600x1200 in 16bit or max. 1280x1024 in 24bit (non-interlaced). There is also an onboard Audio signal switcher which enables you to connect Amiga, CD-ROM audio output and a external audio source. The expandable nature of Picasso IV will offer excellent features using modules such as the Sound module, Video module, Pablo II module, MPEG module, 3D GFX Module and PowerPC Module. Picasso IV comes complete with Picasso 96 RTG software.

£299.95

"The God of Amiga graphics cards"

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Pablo Video Encoder	£ 49.95
Ariadne	£129.95
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MainActor Pro	£ 44.95

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AmiTCP	£ 69.95
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POWER UP
AMIGA™ GOES POWER PC™

CyberStorm PPC-604	150 MHz	180 MHz	200 MHz
Companion CPU Socket	040 or 060	040 or 060	040 or 060
MIPS			350
SpecFP95			7.1
Max RAM	128Mb	128Mb	128Mb
SIMM Sockets	4	4	4
SCSI On-board	Ultra-Wide	Ultra-Wide	Ultra-Wide
Price	£479.95	£579.95	£679.95
Price with 68040/25 fitted	£549.95	£649.95	£749.95
Price with 68040/40 fitted	£579.95	£699.95	£779.95
Price with 68060 fitted	£729.95	£829.95	£929.95
Registered Upgrade Price	£449.95	£529.95	£599.95

BLIZZARD — CYBERSTORM PPC — BLIZZARD

BEST PRICES

Blizzard 603/603+	175 MHz	200 MHz
Companion CPU Socket	030	040 or 060
MIPS	250	280
SpecFP95	3.1	3.5
Max RAM	64Mb	64Mb
SIMM Sockets	1	1
SCSI On-board	SCSI-II	SCSI-II
Price	£299.95	£379.95
Price with 68030/50 fitted	£369.95	
Price with 68040/25 fitted		£449.95
Price with 68040/50 fitted		£479.95
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Cyberstorm MKII 60/50
A3/4000 accelerator £399.95

Cyberstorm MKII 40/40
A3/4000 accelerator £249.95

Blizzard 1260 50MHz
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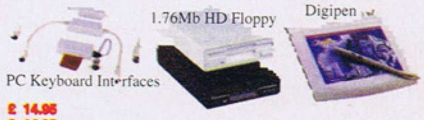
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Add **SCSI-II** to the above accelerators for **£ 64.95**

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Our up Towers provide :

Zorro III slots x 7
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PCI version has 3 x PCI and 3 x ISA
They also vastly increases the expansion capabilities for new peripherals.

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Tower 3000 ISA System	£329.95
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Zorro III/ISA/Video (A4000)	£179.95
Zorro III/ISA/Video (A3000)	£219.95



PC Keyboard Interfaces — 1.76Mb HD Floppy — Digipen

AWeb-II £29.95

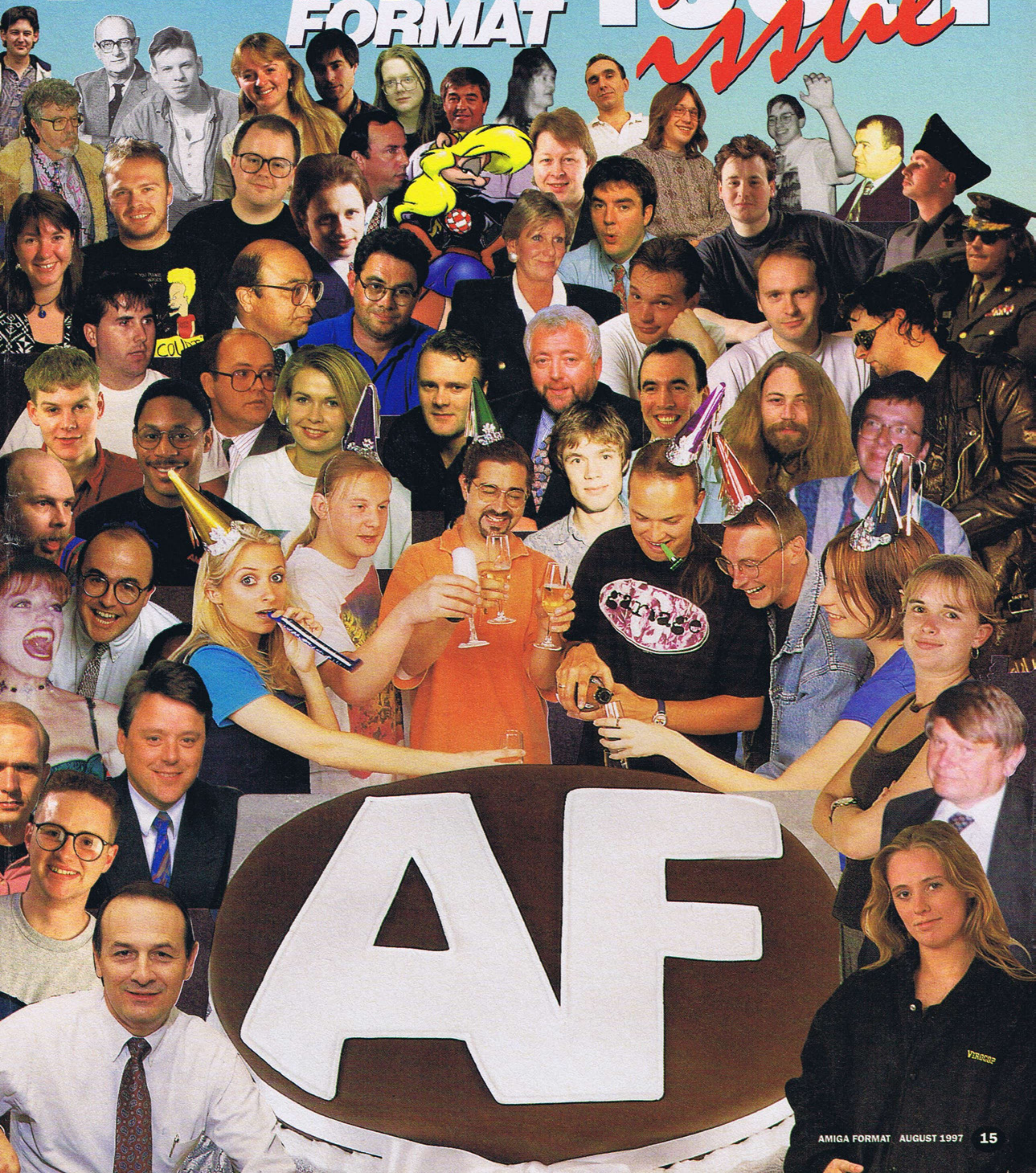
The latest V3!! Now with many new features including Frames etc. *New Price too!*

Blittersoft

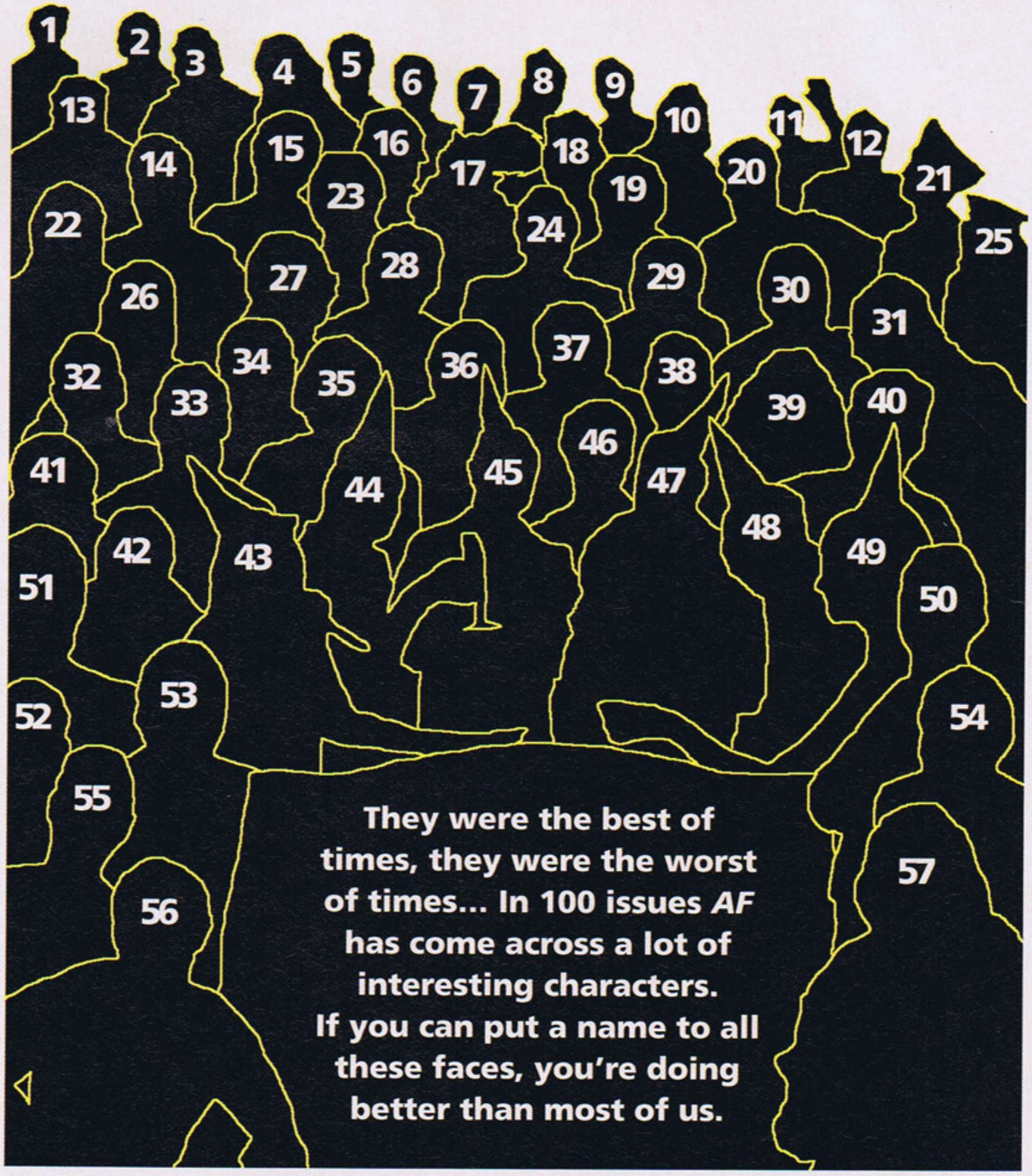
6 Drakes Mews, Crownhill Industry, Milton Keynes. MK8 OER. UK.

Sales : +44 (0)1908 261466
Tech : +44 (0)1908 261477
Fax : +44 (0)1908 261488
email : sales@blittersoft.com
technical@blittersoft.com
Web : http://www.blittersoft.com

AMIGA FORMAT 100th *issue*



Birthday Who's who...



1 **Bob Wade**. The founding Editor of *Amiga Format*, and all round good bloke who often gets a round in, Bob is also the owner of Binary Asylum, the chaps who brought you *Zeewolf*, *Zeewolf 2* and are probably working on some other helicopter games…

2 **Arthur C. Clarke** popped up around 30 issues ago, when he released a book on terraforming Mars – the pictures were done in *Vista Pro*.

3 **Richard Eddy** of Codemasters, they who brought you top-down racer *Micro Machines*.

4 **Jeff Bennet**, former art bloke. Now lurking around Bristol.

5 **David Braben** of *Elite and Frontier* fame. Bugs not pictured.

6 **Pat McDonald**. Hardware God, who has returned to the fold.

7 **"Honest" Steve Franklin**, former MD of Commodore UK.

8 **Carolyn Scheppner**, former CBM software designer.

9 **Peter Molyneux**. He gave you *Populous, Syndicate, Theme Park…*

10 **Andy Braybrook** was famous for his C64 games long before he rewrote them for the Amiga…

11 **Urban Müeller** is the reason Aminet exists. And works.

12 **Tony Ianiri**, of Power Computing is a nice man who never swears and bears no resemblance to the chap immediately to his right.

13 Can you tell who he is yet? **Rolf**'s Cartoon Club relied on A2000s.

14 **Marcus Dyson**, former Art Ed, then 3rd Editor of AF, before becoming a professional Yorkshireman.

15 **Richard "Baggers" Baguley**. Former Tech Ed, then Ed of *Amiga Shopper*. Whereabouts unknown…

16 **Bernard Van Tienen**. Ex-CBM, then ex-Escom…

17 **Amy the Squirrel** must be the Amiga's best known celebrity.

18 **Keith Chegwin**. Doh! Sorry, it's actually *AF* columnist Dale Bradford – an easy mistake to make.

19 **Greg Ingham**. Former publisher. Twice. Now MD of the whole company. I'd better stop now…

20 **Martyn Brown**, who gave us *Worms*. Well, Team 17 did anyway, and he founded it.

21 **"Il Duce" Bartucca,** one-time Art bod, now Art Ed of *Total Bike*.

22 **"Little" Susie White**. This former Art Ed now has more fun with real rockers on *Bassist*.

23 **Jerry Rihll** of Digita. All round nice bloke really.

24 **Dawn Levack**, long suffering CBM UK employee.

25 The Military wing of Sensi software, **John Hare**.

26 **Jim Drew**, without whom *Emplant* would be but a dream.

27 The "one I can't write anything about for fear of litigation", **Mehdi Ali** – former boss of CBM who presided over the original destruction of the company.

28 **Richard Jones**, once a Prod Ed, now Editor of *Total Football*.

29 **Jason Holborn**, long-time *AF* writer. Whereabouts unknown.

30 The fourth Editor, **Steve Jarratt**, now in charge of *T3*.

31 **Maff Evans**. He was the musical one. Can't you tell?

32 **Steve "the Boy" Bradley**. Top games guru, defected to *Official Playstation* mag, but still hankers after a good game of Sensi Soccer.

33 **Graeme** is our hero. He knows almost everything.

34 **Kieran Sumner**, long time Commodore UK stalwart.

35 **Sally Meddings**, *AF*'s first art person, now freelance.

36 **Gary Lord**, left *AF* the week Nick Veitch joined. For some reason.

37 **David Pleasance**. Former head of CBM UK, after his failed buyout, he set up a recording studio.

38 **"Scottie" McGill**. Deported back to Scotland just in time.

39 **Jeff "Llamatron" Minter**. He preferred the ST – never mind.

40 **Carl Sassenrath**, producer of much Amiga software. Currently working on REBOL, a replacement OS.

41 **Jeff Walker**. Consultant on Amiga Shopper, columnist in Format. Now working with HiSoft.

42 **Kelly Sumner**. Boss of CBMUK, now head of GameTek UK.

43 **Cathy "rabbit syndrome" McKinnon**. Art bod and tea lady.

44 **Colin Nightingale**. Art Ed. And not a woman apparently.

45 **Ben Vost**. I think. Or it could be some chap off the street.

46 **Toby Simpson**, programmer and designer of *Diggers*.

47 There just isn't sufficient space to adequately describe this man.

48 **Andy Smith**, top games chap, back with the fold after an 80-issue absence.

49 **Vicki West**. Not a brat-packer at all, but a lovely trainee person.

50 **Andrea Ball**. She isn't as bad as she looks really. Lucky for us.

51 The face that sold a thousand Toasters – **Kiki Stockhammer**.

52 **Trenton Webb**, former *AF* writer, now helps with Binary Asylum.

53 **Colin Proudfoot**. One time CBM buyout hopeful.

54 **Petro Tyschtschenko**. Head of Amiga International.

55 **Andy Nuttall**, former Games Ed, since disappeared.

56 **Lew Eggebrecht**. Former CBM hardware design chief.

57 **Linford Benson and Hedges**. Former Art Ed.

The 100 Best Serious Products...

Over *AF*'s lifetime, we've seen a lot of great products. Prepare to sample one hundred of the best...

100 Monument Designer
ProDad's interesting title/text generator.

99 Impact!
Cunning *Lightwave* add-on for proper kinematics.

98 Epic Encyclopedia
Great start for interactive reference.



97 PFM PLUS
Balance your chequebook with this Microdeal classic.

96 Termite
Best insect at connecting to BBS.

95 CrossMac
Workable Mac disk emulation.

94 Powerpacker Pro
It crunches as it compresses as it saves disk space.

93 X-Cad 3000
For budding architects and engineers everywhere.

92 GPFax
Best of the fax software, written by madman who thinks Australia will retain Ashes.

91 HiSoft/Power Enterprise modem.
Modern day communications marvel.

90 A570
The only Commodore product in the top 100. Best CD for the A500.

89 RetinaZ3
No longer manufactured, but a cheap and incredibly fast Zorro III-based graphics card.

88 AMOS
Reluctantly included in respect of its popularity and PR job for the Amiga. Easily outstripped by *Blitz Basic* (3) though.

87 POWER Hand Scanner
The only hand scanning system worth a mention.

86 GVP A530
Won't mean much to anyone without an A500. The best add-on hard drive.

85 AURA
Arguably the best currently available sampler.

84 DCTV
Ingenious graphics enhancement.

83 KCS Powerboard
Very old but reliable and surprisingly speedy hardware PC emulator for A500.

82 A4091
The DKB version of this SCSI controller was the best.

81 GVP/Tekmagic 2060
The only choice for accelerating your A2000/1500.

80 Twist2
Fast and friendly database.

79 Cyberstorm
A classic accelerator for big box Amigas.

78 The Bug
Yes, it is a joystick. Often referred to by Mr Bradley as his "boots", this was the control method of choice for the world's best *Sensi* players.

77 TV Paint 3
Perhaps it deserves a higher position. Top quality art package, but very demanding on hardware (not to mention wallet).

76 DR T'S KCS 3.5 LEVEL II
The MIDI musician's friend.

75 Fargo Primera
Excellent quality, but expensive colour printer.

74 Organiser
Tremendous diary come to-do-list application from Digita.

73 TurboCalc
Less confusing than *Final Calc* (22), but less powerful too.



72 Hama S292
A quality genlock worth a mention.

71 Studio16
Sadly no longer made direct to disk 16-bit sampler /playback card.

70 ProGrab
Superseded VIDI as the digitiser of choice.

69 G2 Video Centre
How could you contemplate DTV without one?

Continued overleaf ➡



AF1: The first issue of a magazine that already had 13 issues. The *ST/Amiga Format* bond was broken in August 1989. Top game is *Balance Of Power.*

AF2: Technical editor Jason Holborn previews the A590 hard drive for the A500. It would have set you back £445 in Sept '89 for the standard 20Mb drive.

AF3: *F-16 Fighter Pilot* scores 94 per cent, *Xenon 2* scores 93 per cent. Steve Jarratt gave the labyrinthine *Astaroth* a measly 41 per cent.

AF4: A new bundle for the C64 is launched with a great selection of software. It costs £149.99. The war game *Red Lightning* scores a *Format* Gold.

AF5: The very successful *Batman* pack is launched and Commodore UK MD Steve Franklin predicts sales of 60-70,000 A500s over 1989 Christmas period.

AF6: Two classic Amiga games earn *Format* Golds. *Stunt Car Racer* gets a massive 93 per cent and the original *Sim City* scores 92 per cent.

AF7: The February issue of *AF* reported that Dean and Olivia Dibsall had bought the 200,000th A500 sold in the UK. It was bought in Woking.

AF8: *Amiga Format* broke the news that Commodore planned a console based on the Amiga. The working title was the Amiga Compact Disc Console or AC-DC.

AF9: The release of a kit to convert the A500 into an A1500 is imminent, according to the *AF* news pages. The release of *AMOS* is eagerly anticipated.

68 Canon BJ600C
Only one Canon printer was allowed in the top 100. This cunning colour model had to be it.

67 Envoy
Essential peer to peer Amiga networking software.

66 Audiomaster IV
Best sample processing software.

65 World Construction Set
Out of this world. Galaxies if not universes ahead of Vista.

64 V-Lab Motion
Cunning, amazing FMV hardware from Macro System.

63 PCTask
Arguably the best software PC emulator, with some tough competition from *PCx*.

62 DPaint
Many people's first art package. Simple, but powerful. Still used widely in the games industry (many games still use graphics done in *DPaint* – even ones not developed for the Amiga).

61 TV*Text Pro
De rigeur video titling software.

60 DevPac 3
The only commercial choice for Assembly programming.

59 Brilliance
Exceptional HAM-capable paint and animation package.

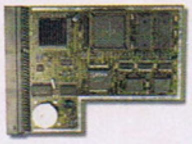
58 Morph Plus
Basically a special version of *ADPro*, but with the ability to seamlessly morph, for example, a picture of Thatcher into one of an evil blood-sucking vampire.

57 CrossDos
So good it became part of Workbench 2.04

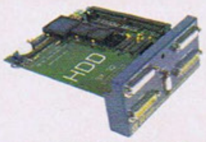
56 Amiga Developer CD
Essential resource for any really serious Amiga coders.

55 TurboPrint 5
If you have a printer, you should get this.

54 Videopilot
The dream purchase of everybody with a camcorder.

53 Viper MkIV

The newest hardware entry in the top 100. Worthy, cheap upgrade for the A1200.

52 Toccata
Excellent sound card from Macro System, now very hard to find.

51 SX32-Pro

Dramatically improves the performance of your CD[32].

50 Ariadne
All but essential networking card.

49 RocKey
The only way you are likely to get to present the weather.

48 Quarterback Tools Deluxe
Many a cunning Coverdisk wouldn't have been possible without it.

47 Emplant
In spite of *Shapeshifter*, the deluxe version meant proper Appletalk networking was possible.

46 Pixel 3D pro
How would you convert your *Imagine* objects otherwise?

45 PAR Card
Probably still the best way to dump computer-generated video footage to tape, bar none.

44 StormC
Excellent new-style C compiler/project manager, soon to have PowerPC support. If only the code optimised better!

43 AmiBack
Essential back-up utility.

42 Epson GT6500
Scanners come and go, but this excellent performer with Power software is an all-time favourite.

41 Pagestream 3.2
In spite of the debâcle that was version 3, this software has matured into a worthy DTP package.

40 MakeCD
New versions keep popping up and it's the only way we are able to bring you a monthly CD and remain (relatively) sane.

39 Real 3D
A different sort of 3D program, with true solid modelling.

38 Zip Drive
Highest placed non-Amiga specific kit. And with good reason.

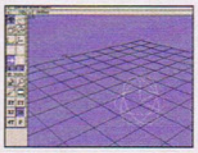
37 Bars And Pipes
Great music software, now available free on Compuserve.

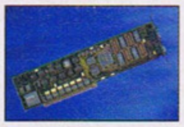
36 Imagine

Still a contender in the 3D arena, with massive following.

35 Asim CDFS
The best way to access all those silver platters on your Amiga.

34 Video Director
Difficult to find bit of Gold Disk cunning. Edit your camcorder footage the easy way.

33 Cinema 4D

A raytracer that simply gets better by leaps and bounds. It has really already overtaken *Imagine*.

32 CyberVision64

Certainly one of the front-runners for top graphics card.

31 G-Loc
GVP's excellent genlock. With SVHS inputs and software control.

30 MegaChip2
Won't mean much to A1200 owners, but this sterling piece of hardware is still available (from Power Computing) for upgrading older machines to 2Mb chip RAM.

29 Action Replay
Datel's only valid reason to be

AF10: AF11: AF12: AF13: AF14: AF15: AF16: AF17: AF18:



AF10: A new A500 *Flight Of Fantasy* bundle is released for £400. It features games and *DPaint II*. *Rainbow Islands* and *Player Manager* score *Format* Golds.

AF11: The kit to convert your A500 into an A1500 arrives, costing about £1,300. Commodore announce the release of the A3000 – for £2,500.

AF12: The results of an *AF* reader survey reveal that the favourite cover was Issue 5 and just four per cent of *AF* readers are female. *Midwinter* won a Format Gold.

AF13: The Amiga world is surprised by the preview of CDTV. "This will change forever the way we communicate, learn and entertain," predicted CI owner Irving Gould.

AF14: Turtle mania hits the Amiga. The game was eventually released on the Amiga to a less than ecstatic response – scoring only 35%!

AF15: *Kick Off 2* tops the Amiga games charts, closely followed by *Turrican* and *Shadow Warriors*. *Operation Stealth* and *Supremacy* earn *Format* Golds.

AF16: *Amiga Format* boasts a 40 per cent increase in its circulation for January to June 1990. Circulation for that period was 57,123 copies a month.

AF17: CBM spring another surprise when they launch the A1500. It cost £999, had two floppy drives, 1Mb RAM, and came with a 1084S monitor and software.

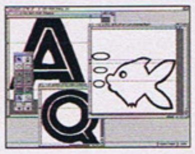
AF18: More than two million Amigas have now been built worldwide and 500,000 have been bought in the UK. The release of CDTV is delayed until March 1991.

included. The much hyped A1200 version never appeared, but various software substitutes have.

28 PicassoIV

Arguably the best graphics card of our time, with wide industry support and plenty of nifty upgrades planned.

27 Typesmith



You need never run out of fonts again. SoftLogik's best piece of work.

26 CygnusEd

An excellent text processor, with speed and ARexx on its side. Programmer's favourite.

25 ClariSSA

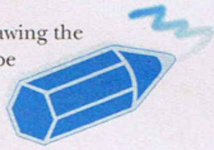


ProDAD's animation effects package which lifted many restrictions off the ANIM format.

24 Multiface

Can you think of a better way to add loads of extra Serial/Parallel ports to your Zorro Amiga?

23 DrawStudio



Structured drawing the way it should be done. Where has this program been all our lives?

22 Final Calc

Truly world-class spreadsheet action. Certainly better than *Excel 4*. Fast, flexible and wonderful looking.

21 IBrowse

The Amiga's best Web browser, and one that is continually improving.

20 Personal Paint

Now the king of Paint packages, and with decent ARexx and RTG support too. Well done Cloanto.



19 TurboText

Oxxi's excellent text processor for real men. There was none of that fancy graphics stuff, just good old fashioned four-colour speed and ARexx macro power.

18 ImageFX

Nova Design's excellent image processor, which just continues to get better and better.

17 The Digital Universe



They've got a funny name, but Syzygy not only score highly at scrabble, they also produce the best Amiga planetarium software.

16 OctaMED Soundstudio

Good old Teijo. He took a flawed PD idea and turned it into a professional quality top piece of software used by nearly everyone.

15 Art Effect

A little too new to judge effectively perhaps, but Haage & Partner's effort is off to a flying start.

14 Miracle Keyboard

It would be a Miracle if I ever sounded good on keyboards. I tried it – I did. Case proven.

13 Photogenics 2

It is really good. Paul Nolan excelled himself with bringing the seemingly impossible dream, of an Amiga contender to *PhotoShop*, to fruition.



12 Art Department Pro.

Sadly no longer developed, the image processing crown may justly belong to *ImageFX* now. But still incredibly powerful, and I would argue, in conjunction with *ProCONTROL*, much better for many batch processing jobs.

11 CanDo

Devilishly clever multimedia authoring system, used for experimental front-end on *AFCD*. Full version appeared on *AFCD2*!

=9 Wordworth

=9 Final Writer



The two best page-publishing programs. They have always been so close, it would be a brave man that tried to separate them. Squeak squeak.



Issue 100 Giveaway!

Faster, better, more!

Wizard Developments have very kindly given us several prizes. First prize will be a Magnum 040/25 accelerator board for your A1200, second prize is a copy of *DOpus Magellan* and there are four runners-up prizes of 560dpi mice (choose black or beige).

Send your SAE to:
AF100 Wiz draw
Wizard Developments
PO Box 490
Dartford
Kent DA1 2UH

worth £300!

8 Music-X

The only software that ever threatened the ST's dominance of the recording studio. Every musician should have a copy.



7 Moviesetter

It still astonishes us that nobody has ever resurrected this idea – the only sensible way to create long animated cartoons. Made famous by Eric Schwartz (or is that the other way round?).

Continued overleaf ➡

AF19: AF20: AF21: AF22: AF23: AF24: AF25: AF26: AF27:



AF19: A rather optimistic headline for a story about the AT Once PC emulator board for the A500 read: New Amiga Board Makes IBM PC Redundant.

AF20: The release of the CDTV is put back again until April. *Lemmings* hits the Amiga and earns a 92 per cent Gold rating. *Speedball 2* and *MiG 29* also strike Gold.

AF21: *AF* was first with news of an A500 with 1Mb RAM as standard. Commodore seemed strangely silent. *Deuteros* and *SWIV* earned *Format* Golds.

AF22: *Scala* arrives on the Amiga and gets a rave review from Pat MacDonald. *Railroad Tycoon* and *PGA Tour Golf* both score *Format* Golds.

AF23: *Amiga Format* reports that CDTV will go on sale in May. The 3D rendering package *Imagine* takes the Amiga by storm. *Monkey Island* scores 92 per cent.

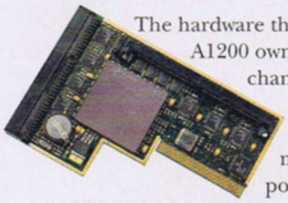
AF24: The A500 *First Steps* 1Mb bundle takes a £100 price drop to £499. *Bars & Pipes Pro* and *Wordworth* are released to good reviews.

AF25: Details of *Deluxe Paint IV* are released. Dentists at King's College Dental College use an A3000 and *CanDo* to improve tooth-pulling techniques.

AF26: The eagerly-awaited *Deluxe Paint IV* is described as 'one hell of a program' and 'a dream come true.' It scores a 92 per cent *Format* Gold.

AF27: Rumours abound about the imminent release of a new portable Amiga. *Amiga Format*'s circulation rises to 115,000. *Cruise For A Corpse* wins Gold.

6 Blizzard 1260



The hardware that gave A1200 owners the chance to aspire to having the most powerful Amiga available. Reliable, fast and cunningly engineered.

5 Scala

Another piece of high profile software, which still pops up behind the screens of many an airport information system or store guide. And jolly useful for home video work too, I think you'll find.



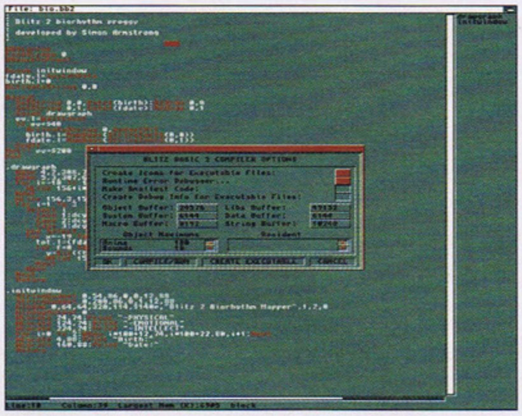
4 HiSoft Squirrel

It's ingenious, cheap and just excellent for adding SCSI to the A1200. If it hadn't been for the Squirrel, we could never have taken the bold decision to launch the world's first regular covermounted CD. How many of you have had your lives enriched by this little bit of plastic coated circuitry?



3 Blitz Basic

More than just a Basic, *Blitz* is, as I have said, possibly the best all-in one development tool for any platform. You don't need much knowledge of programming to get going, but the power and speed of the software make it possible to create commercial quality software – so far ahead of *AMOS* it should feel insulted mentioned in the same sentence.



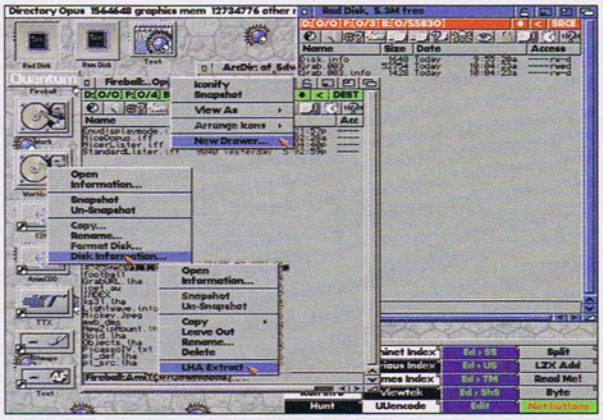
Never mind *Worms* and *Skidmarks*, just take a look at all the top quality utilities and games released on the Internet or sent in to us, for inclusion on our CD or the Readers Games section, which have been programmed in Blitz. Without it, Aminet wouldn't be quite so big and all our lives would be poorer. This was a very, very strong candidate for number one.

=1 Lightwave / Directory Opus

It's a bit of a swizz isn't it, having a joint number one. But on the other hand, how can you separate them? One is an aspirational, industry-leading 3D renderer, the other is an invaluable tool which has made the Amiga more friendly and powerful in day-to-day use. Both programs are produced to the highest possible standards, with excellent documentation and have a long pedigree of continued support. Although the latest version of *Lightwave* didn't score so well in our review, it is still quite simply the best and most easy to understand 3D renderer on the Amiga, and many would argue, on any platform.



Sadly, enhancements on other versions haven't quite made it to the Amiga yet, but third party support for Lightwave is phenomenal, with many excellent support programs such as *Wavemaker* and *Impact!* adding functionality. *Lightwave* has certainly dones its job in getting the Amiga noticed and taken seriously.



In the case of *Directory Opus*, support has come in the form of regular updates. From a useful adjunct to Workbench, *DOpus* has now become a worthy replacement, adding hundreds of features you didn't even know you needed. Long may they stay at the top!

Issue 100 Giveaway!

Get Connected

Got a PC? Then you'll want to get *NetworkPC* to link it to your Amiga. If you'd like one of the ten copies that good ol' Weird Science have given us to give to you, then send your self-addressed postcard to:
AF100 NetPC draw
Weird Science
Q House
Troon Way Business Park
Humberstone Lane
Leicester LE4 9HA
For competition rules and regs see page 9

worth £200!



AF28: The GVP Impact II comes out tops in an extensive *AF* A500 hard drive round-up. A standard 50Mb unit would have cost just under £500 back in November 1991.

AF29: The A500+ is launched. The only problem is that somehow Commodore forgot to tell anybody.It came with 1Mb RAM, a new chip set (ECS) and Workbench 2.

AF30: CDTV is to drop in price from £599 to £499. Two of the most popular Amiga games of all time earn *Format* Golds: *Populous* and *Formula 1 Grand Prix*.

AF31: There are more than three million people using Amigas worldwide and almost a million users in the UK, according to Commodore sales figures.

AF32: Rumours of a portable Amiga reach *AF*. Workbench 2 is released for A1500s and A2000s. *WWFW* keeps *Populous* from the top of the charts.

AF33: *Formula 1 Grand Prix* goes straight to the top of the games charts, knocking off *WWFW. Whirlwind Snooker, Birds Of Prey* and *Populous* complete the Top Five.

AF34: Described as the successor to the A500 for games players the A600 is revealed by Commodore. Costing £399 it had a hard drive-equipped cousin on sale for £499.

AF35: A *Format* Gold goes to the *Imagine 2* 3D package. *Pacific Islands, Eye Of The Beholder II* and *Apidya* earn Golds. *Project-X* goes into the charts at the top.

AF36: *Monkey Island 2* proves to be every bit as good as the original game and scores 95 per cent. *John Madden American Football* (94%) is at Number One in the games charts.

The 100 Best Shareware Products...

They won't put a hole in your pocket but they're all top quality. Ben Vost compiles his top 100 Shareware products.

Before we start, I don't want to get whining emails saying, "How could you leave out *Turbo-nutter Dopus Beater!* It's my all-time favourite utility!". This is a personal list with additions from the *AF* team and freelancers. Unfortunately, because we've only got three pages to play with, you'll just have to check most of these titles out for yourselves from off our CD, but rest assured, they're all top-notch goodies and hopefully we'll be introducing you to some that you haven't seen before. Now with no further ado, let's go.

100 Bridge (Games)

99 CyberGrab (Graphics)

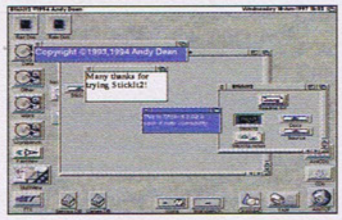
98 PHX Utilities (Misc)

97 Default Tool Changer (Workbench)

96 Rush Hour (Games)

95 Visage (Graphics)

94 Stick-It (Workbench)



93 Move (Workbench)

92 Amiga Elm (Comms)

91 China Challenge III (Games)

90 Magic File Requestor (Workbench)

89 ThinkaMania (Games)

88 CyberWindow (Graphics)

87 XPK libraries (Archivers)

86 Deluxe Galaga (Games)

85 BigAnim (Graphics)

84 NickPrefs (Workbench)

83 Iconian (Workbench)

=81 TUDE (Monitor)

=81 Degrader (Monitor)

80 WebPlug (Comms)

79 ManiacBall (Games)

78 YAM (Comms)

77 R3 (Games)

76 ToolAlias (Workbench)

75 UrouHack (Workbench)

74 MainActor (Graphics)

73 Class Action (Workbench)

72 Argue (Workbench)

71 Bratwurst (Games)

70 FMSdisk (Disk)

69 BattleDuel (Games)

68 aBackup (Disk)

67 Blitz Blanker (Workbench)

66 Ooze (Games)

65 ReqTools (Workbench)

64 AmiBroker (Misc)

63 PowerPacker (Archivers)

62 AmFTP (Comms)

Issue 100 Giveaway!



It's Official

Digita International have given us five pressie bags containing a copy of *Wordworth Office 6* on CD or floppy (be sure to state which you want) and a bunch of Digita goodies like mouse mats and polo shirts for you to win. Just send your self-addressed postcard to:
AF100 Office Draw
Digita International
Black Horse House
Exmouth EX8 1JL
For competition rules and regs see page 9.

worth £250!



AF37: The GVP A530 hard drive, RAM and accelerator combo is launched, *AF* asks: Is This The Best Amiga Add-on Ever? The basic model ('030, 1Mb RAM and 52Mb HD) cost £749.

AF38: Commodore launch an ad campaign urging people to trade in A500s for a CDTV for £399.99. *Sensi Soccer* (91%) races to the top of the charts.

AF39: The recently-released A600 falls in price by £100 to £299. There are strong rumours that a new Amiga to replace the A2000 is imminent.

AF40: Two new bundles for the A600 are launched by Commodore: *The Wild And Weird And Wicked* games pack for £349 and the A600 *HD Epic/Language Lab* bundle for £499.

AF41: A1200 is launched for £399 and A4000 is released for just over £2,000. *Zool* knocks *Sensi* from the top of the charts. *Wordworth 2* scores 92 per cent.

AF42: All Amigas will go up in price by £40, say Commodore. The RocKey chromakey system and *Morph Plus* image processing both score *Format* Golds.

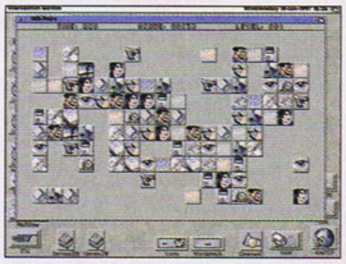
AF43: *Deluxe Paint IV AGA* is one of the first A1200-specific programs. Microbotics also go for the A1200 with their MBX1200 32-bit memory upgrade.

AF44: *Street Fighter II* goes straight into the charts at Number One. *Sensi* is still selling well and is at Number Two. *DPaint IV AGA* scores a 90 per cent *Format* Gold.

AF45: The A1200 *Comic Relief* pack is launched featuring an A1200, *Sleepwalker* and a special Comic Relief edition of *Amiga Format*. £10 from price goes to Comic Relief.

61 Executive
(Workbench)

60 WB-Pairs
(Games)



59 SuperView libraries
(Graphics)

58 YACDP
(Sound)

57 TinyMeter
(Workbench)

=55 Term
(Comms)

=55 NComm 3.0
(Comms)

54 TBClock
(Workbench)

53 QuickGrab
(Graphics)

52 ReKeyIt
(Workbench)

51 Formula 1GP Editor
(Games)

50 Ak Datatypes
(Workbench)

Andreas Kleinert's datatypes, which push the system to the limits, work in 24-bit as well as 256-colours.

=48 SysSpeed
(Monitor)

=48 AIBB
(Monitor)

Both these programs are benchmarkers. *SysSpeed* is adept at testing real world conditions and *AIBB* gives you the more familiar benchmarking tests.

47 ARTM
(Monitor)

ARTM lets you watch over your Amiga. You can close down apps that have crashed and much more.

46 Voyager
(Comms)

The best (and only remaining) Shareware web browser, *Voyager* is probably the most advanced yet.

=44 CyberAVI
(Graphics)

=44 CyberQT
(Graphics)

Playing back AVIs and Quicktimes on an Amiga isn't easy, but these two do a grand job of it!

42 Xtruder
(Workbench)

Virus begone!

41 RO
(Misc)

If you don't have the cash for *DOpus*, you could do a lot worse than get *Ro* which is great.

40 ARQ
(Workbench)

This little gizmo makes all alert requestors look much nicer with an animated display.

39 CycleToMenu
(Workbench)

This great tool replaces the standard horrible cycle gadgets with neat pop-up menus.

38 GroovyPlayer
(Sound)

Gorgeous-looking CD audio player.

37 MagicFrames
(Workbench)

If you use your Amiga on a high resolution screen, *MagicFrames* gets rid of horrible screen gadgets.

36 ShowObj
(graphics)

ShowObj is to 3D models what *Viewtek* is to pictures. Nuff said.

35 AHI
(sound)

AHI does for the Amiga's sound system what *RTG* does for graphics. Better yet, you don't need costly hardware to put *AHI* to good use.

34 Image Engineer
(graphics)

Image Engineer is a great image processing package that some commercial releases could be ashamed by.

33 DiskSqueeze
(Archivers)

DiskSqueeze combines the very best of *Lzx* and *DMS* enabling you to get even better disk compression rates than before.

32 GoldEd
(Misc)

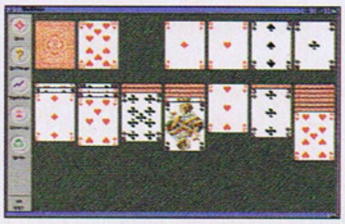
GoldEd is a text editor of a quality hard to find commercially, let alone in Shareware that has additional modules for specific uses like HTML.

31 Amiga E
(Misc)

Wouter van Oortmerssen is a clever guy. He decided to write a new language, just for fun, and *Amiga E* is it. It's very good too!

30 Soliton
(Games)

Soliton is a splendid MUI-based patience game that will work on screens up to 24-bit to give you the nicest looking cards anywhere.

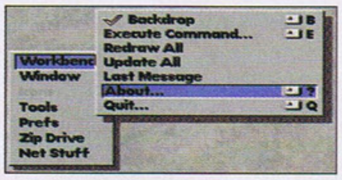


29 SCSIMounter
(Disk)

Another tool that I use every day, *SCSIMounter* is a quick and easy way to find out what you have on your SCSI bus and mount it.

28 Magic Menu
(Workbench)

If you're working on a big screen, it's time-wasting to have to keep moving to the top of the screen to get to the menus, but Magic Menu gives you good-looking menus that can pop up all over the place.



=26 Picasso96
(Graphics)

=26 CyberGraphX
(Graphics)

These two RTG software solutions are now both available as Freeware which can only be a good thing. *CyberGraphX* has the benefit of maturity, but *Picasso96* has certain features that *CyberGraphX* doesn't.

25 DiskSalv
(Disk)

Written by one of the best-known Amiga gurus, Dave Haynie, *DiskSalv* has been a godsend to people who have lost files or got their hard drives in a muddle.

=23 MagicWorkbench
(Workbench)

=23 NewIcons
(Workbench)

The fights between proponents of these two icon packages are almost as fierce as those between MUI lovers and MUI haters. Whatever your choice, you have to admit they have made a huge impact on the way the Amiga looks today.

=21 AmiCDFS
(disk)

=21 IDEFix 97
(disk)

If you are currently using the Commodore CDFS for your CD-ROM drive, then stop and either

AF46: AF47: AF48: AF49: AF50: AF51: AF52: AF53: AF54:



AF46: The A4000/30 is launched by the big C which, curiously, was referred to as the A2400. *Lemmings 2: The Tribes* scores a 94 per cent *Format* Gold. *Vista Pro 3* earns 92 per cent.

AF47: Kelly Sumner resigns as the MD of Commodore UK to be replaced by David Pleasance. Rumours abound about the development of an Amiga CD console.

AF48: *Body Blows* knocks *The Chaos Engine* from the top of the charts with *Lemmings 2* in third. Power Computing's High Density floppy disk drive scores a 93 per cent Gold.

AF49: The A600 drops £100 to £199. A500s get you a £100 discount on an A1200. The Amiga continues to sell well but signs appear that Commodore are hitting problems.

AF50: Commodore's big hope, CD^{32} is revealed. The 32-bit console cost £299.99. The A1200 takes a £100 price cut to £299 and the A4000/40 goes down by £367 to £2,099.

AF51: ICL take over from Wang as the big C's service agents. *Gunship 2000, Goal!* and *Syndicate* go straight in to the top three places in the games charts.

AF52: *Desktop Dynamite* launched for £349.99. You get an A1200, *Wordworth 2, DPaint IV AGA, Print Manager, Oscar* and *Dennis.* The Video Toaster is released with a PAL encoder.

AF53: *AF* pulls off a major coup by putting *Imagine 3D* on the Coverdisk. David Pleasance announces that a 64-bit RISC-based Amiga is less than 12 months away.

AF54: *Frontier: Elite 2* scores 90 per cent. *Cannon Fodder* gets 95 per cent. Spielberg's *SeaQuest DSV* featuring *Lightwave* special effects hits British TV screens.

use *AmiCDFS* (if you've got SCSI) or *IDEFix 97* (if you're using IDE). They are far better, we guarantee it.

20 DMS
(Archivers)

The *Disk-Masher (DMS)* is a really handy tool if you need to archive a whole disk preserving the directory structure and name. It becomes even more invaluable when used with *FMSDisk* (70).

19 WBStartup+
(Workbench)

This handy commodity gives you a Mac-like ability to choose what programs are run at startup and how they are ordered.

18 ToolManager
(Workbench)

Stefan Becker's *ToolManager* is a very powerful way to add new menu items to your Workbench.

17 ToolsDaemon
(Workbench)

A lot of people in the know have complained about the "hack-y" nature of this add-on for Workbench, but it is extremely useful and very easy to configure.

16 Knockout 2
(Games)

Absolutely brilliant fun for when you've got a few mates around and miles better than any of its commercial equivalents.

=14 HippoPlayer
(Sound)

=14 DeliTracker
(Sound)

The Amiga wouldn't be nearly the same machine if it was silent and these two players work with almost any known type of music module to give you Amiga-created sounds at your fingertips.

13 Viewtek
(Graphics)

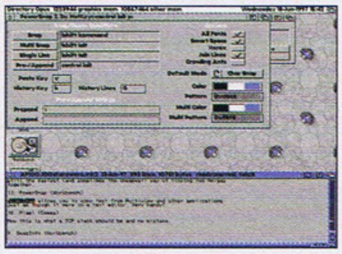
Viewtek has been around for a while but it still deals with almost anything you can throw at it.

12 PARbench
(Comms)

PARbench is a version of *PARnet* with an updated and easier installer. It's still the easiest (and sometimes the cheapest) way of linking two Amigas together.

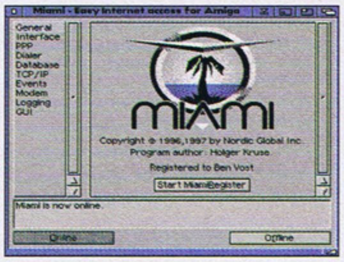
11 PowerSnap
(Workbench)

PowerSnap allows you to copy text from *Multiview* and other applications just as though it were in a text editor. Very handy!



10 Miami
(Comms)

Now this is what a TCP stack should be and no mistake.



9 SwazInfo
(Workbench)

What Commodore's Icon information window should have been. But wasn't.

8 SnoopDOS
(Monitors)

Just what you need when things are going wrong to get them up and running once more.



7 Shapeshifter
(Misc)

When this first came out it was hard to believe that a fully functioning Macintosh could be had for the modest registration fee of $40.

6 KingCon
(Workbench)

This is to the Shell what *MultiCX* is to Workbench. It gives you many new features including the ability to jump a Shell window to a new screen and filename completion.

=4 MultiCX
(Workbench)

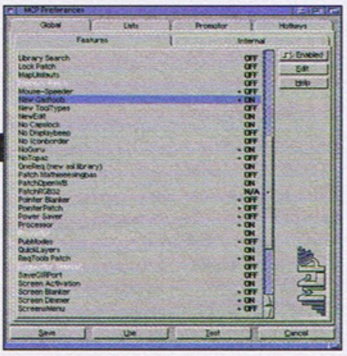
=4 MCP
(Workbench)

This multi-function commodity enhances my Amiga so much, it's hard to know where to begin to talk about it. Of course, you may prefer MCP, as a lot of people do, so they're both here at fourth.

=2 LhA
(Archivers)

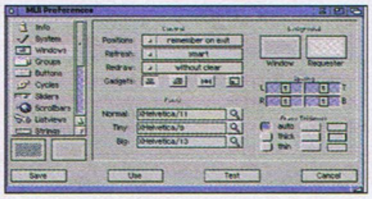
=2 Lzx
(Archivers)

LhA is one of the most used pieces of Amiga software, especially for Amiga magazines. How else can you fit a quart into a pint pot? It has been superseded by *Lzx* in recent times so they're both here in second place.



1 Magic User Interface
(Workbench)

Without a doubt, *Magic User Interface (MUI)* is the most influential Shareware product of all time. Without it, many other products would not exist, both in the commercial market and in the public domain. And yet, it's not an easy product to explain to people who have never heard of it. In fact, it's a product that is nothing without the huge range of software that has been written using it. So, for the 4few who are scratching their heads, here's what *MUI* is. In effect *MUI* is a new object-oriented graphical user interface for the Amiga. It makes it easier for programmers to come up with an interface for their programs, *GadTools* (the Amiga's standard user interface) is notoriously lengthy to program, but *MUI* makes things a lot simpler and automatically includes functionality like font sensitivity and the ability to open on public screens without it needing to be coded by hand every time. Of course, it's good for the user as well, giving them the ability to choose various styles for buttons and gadgets and altering many cosmetic aspects of how a program performs. Critics have said that *MUI* slows down a system and takes too much memory, but it has to be said that it also makes the Amiga a much nicer computer to use and provides features that just aren't found in *GadTools*.



● *Read our exclusive interview with Stefan Stuntz, the author of* Magic User Interface, *on our cover CD in Ben_Speaks!*

AF55: AF56: AF57: AF58: AF59: AF60: AF61: AF62: AF63:



AF55: Overdrive, the first PCMCIA hard drive scores 90 per cent. Commodore launch the *Dangerous Streets* CD32 bundle. They predict CD32 sales of almost 100,000.

AF56: The FMV unit for CD32 is released for £199.99. CBM say they sold 160,000 A1200s and 70,000 CD32s over Xmas. *Cannon Fodder* knocks *Frontier* off Number One.

AF57: *Beneath A Steel Sky* joins the elite *Format* Golds. Commodore Australia goes into administration. *Cannon Fodder* still tops the charts.

AF58: *Lightwave* scores a massive 98 per cent. The Amiga Centres of Excellence are launched by Commodore UK, aimed at bringing the best support to Amiga users.

AF59: After many denials the CD1200 CD-ROM drive is unveiled at the CeBIT show in Germany. It still isn't available. *Cannon Fodder's* still top of the charts.

AF60: "Commodore and the Amiga will come out of this a better, stronger company," says Colin Proudfoot as Commodore International file for liquidation in the Bahamas.

AF61: Indi Direct launch the Zappo CD-ROM drive for £249. *Manchester United Premier League Champions* knocks *Cannon Fodder* off Number One.

AF62: Plans for a buy-out are announced by Commodore UK. A new CD-ROM Amiga is rumoured to be ready for Christmas. *Sensi Soccer Intl* is Number One.

AF63: The deadline is set for Sept '94 for the sale of Commodore. The old Timex plant in Dundee is tipped as being the UK base. *Theme Park* scores *Format* Gold with 90 per cent.

The 100 Best Am

Over the last 100 issues *Amiga Format* has reviewed hundreds and hundreds of games and although some have been completely rubbish, the vast majority have been quite splendid. Andy Smith, having worked on Issues 1 and 100, is ideally qualified to bring you his all-time top 100 Amiga greats...

100 F18 Interceptor

Simplistic by today's flight-sim standards but still packing a gameplay wallop.

99 Xenon II

A fine shoot-em-up but one that's decidedly been bettered over time.

98 Banshee



And this is one of the shoot-em-ups that bettered *Xenon II* (a few years later, for sure). Pure, unadulterated, blasting action. Which is nice.

97 Breathless

A top quality first-person action game that offers something a little bit different from all the rest.

96 Alien Breed 2

Slick, fun, hard, and very different to *Alien Breed 3D* (one and two).

95 Hero Quest

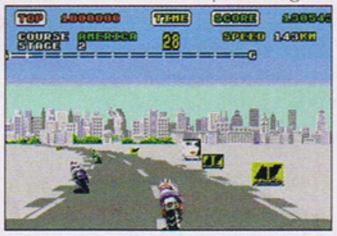
An easily approachable RPG that's a bit like a junior *Eye of the Beholder.* Nick Veitch especially likes it.

94 Tower of Babel

Programming droids and getting them to solve puzzles was never so much fun.

93 Super Hang On

Very old but still one of the best motorbike games ever. Super-smooth controls and tough time limits make it very exciting.



92 Infestation

An atmospheric sci-fi story rather than a straight "hunt and kill" game – just what every good sci-fi action adventure game should be!

91 Striker

Never as successful as it should have been, *Striker* has sublime gameplay that put the emphasis heavily on teamwork.

90 Alien Breed 3D 2

More *Doom*-style shenanigans but this time with a lot more scope for tactical playing.

89 Uridium 2

Uridium was a landmark C64 game and although we had to wait a couple of years for the Amiga sequel, the wait was worth it.

88 Bubble Bobble

The forerunner to *Rainbow Islands.* Simple platform action but so well designed and so playable, it will always find a place in my top 100.

87 Desert Strike

It's amazing how a simple change of perspective can add so much to a game. *Desert Strike* not only looks great but is very well structured too.



86 Their Finest Hour

One of the finest WWII flight sims. The emphasis is very much on the action but the mission structure's a dream. Play it and keep playing it.

85 Supremacy

An imperial management game set in the vastness of planetary space. Do to other dictators what they'd like to do to you.

84 Soccer Kid

A kid in a platform game, with a football for a friend. Wacky but terribly enjoyable.



83 Dungeon Master

The game that opened up the role-playing genre to a much wider audience.

82 Wizkid

An arcade platform game that's as mad as a balloon and immensely enjoyable to play.



81 Worms

Not an original idea perhaps, but a triumph of production and marketing by the Team 17 bunch. Especially fun in multi-player mode.

80 Spindizzy Worlds

Kind of *Marble Madness*-esque but with more brains required. Very worthy of inclusion here.

79 Project X

Standard sideways scrolling shoot-em-up fare with bonuses and power-ups aplenty but also that added X factor that makes it fantastic to play.

78 Capital Punishment

Despite one of the characters fighting with her breasts exposed, this is one of the best-looking fighting games ever.

AF64:



Two great *AF* Golds as the now stand-alone raytracing package, *Lightwave*, scores a huge 98 per cent. *Sensible Soccer International* is the top game.

AF65:



The long-awaited *PageStream 3* DTP package is found to be severely bugged and gets a paltry 22 per cent score. It took rather a long time to fix...

AF66:



Chelsea Football Club issue a writ against Commodore over claims of unpaid bonuses in the £1.2 million sponsorship deal. Ooops.

AF67:



Former CBM business partners CEI enter the race to buy the company. *Sensible World Of Soccer* scores 95 per cent, but *Rise Of The Robots* doesn't.

AF68:



The World Of Amiga Show at Wembley is a huge success despite the Commodore problems. *Photogenics* earns a 95 per cent *AF* Gold.

AF69:



HiSoft launch the Squirrel SCSI interface, opening a new doorway to a host of hardware add-ons. Players whine *Sensible World Of Soccer* "too hard".

AF70:



After 10 months, the buy-out saga seems to be nearing a conclusion. *Sensible World Of Soccer* sells eight times as many copies as the nearest rival.

AF71:



German PC company Escom enter the bidding for Commodore. *Super Skidmarks 2* scores 92 per cent. *Sensible World Of Soccer* tops the games charts.

AF72:



The Amiga has its 10th birthday this year. Escom succeed in their bid to buy Commodore International, and the Cyberstorm '060 arrived. Phew...

iga Games Ever...

77 Battle Command
Sublime tank game that has you thinking on your feet, in the thick of the action.

76 Captive
More *Dungeon Master*-influenced adventuring. However, *Captive* is huge and it takes a while to find and appreciate the game's finer points.

75 Nebulus
This looks and sounds pretty simple, but is still one of the most fiendish platform/puzzle games you could wish to have in your collection.

74 Balance of Power
One of the most in-depth and involving strategy games you could play.

73 Strider
"Pah! Pah! Pah!" Great graphics too. And good, solidly enjoyable gameplay.

72 Lure of the Temptress
An innovative system and good storyline made this one an instant winner. People are still playing it today.

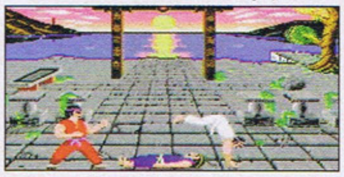
71 Battle Squadron
The shoot-em-up must be the biggest Amiga genre, so to stand out, a game's gotta be pretty special. *Battle Squadron* is.

70 Ferrari F1
Apparently Electronic Arts picked up the Ferrari licence for nothing when this superb racer was being developed. A fine example of why mouse control is ideal when you're driving.

69 Pinball Illusions
All pinball games are the same? Not according to those in the know. Our resident expert – Richard Jones – voted this one of the best of the lot.

68 PGA Tour Golf
Another "belt the little white balls around" game and one that's almost as much fun as *Links*.

67 IK+
International Karate + isn't the best-looking or most immediately playable beat-em-up, but it is one of the most enjoyable.



66 New Zealand Story
How we chuckled at the fluffy kiwis cheat mode! A top quality platformer (reviewed in issue 1) that has withstood the test of time.

65 Mig-29 Fulcrum
This game really scores points because its dogfighting is so much fun – not something you can say about every flight sim.

64 Breach
Simple wargame that is simply great fun.

63 Midwinter
Despite the bug whereby you can complete the game right at the start by ploughing into the enemy's base, this is a corking strategy/adventure game.

62 Links
A landmark in games that enable you to belt little white balls around the place. And up to eight players can join in the fun.

61 Body Blows
Proof that you didn't need a console to play a damn fine beat-em-up game.

60 Cannon Fodder
When Sensi weren't having little men running around kicking footballs, they had little men running around with machine guns.



59 Virus



One of the most awkward games to play but one that paid huge rewards to those that persevered. The enemies on the later levels were murder too.

58 Testament
A very new game but one that's an instant classic and, if it stands the test of time, will be described as the best *Doom*-clone on the Amiga.

57 Knights of the Sky
WWI bi-plane flying. Fast, smooth and full of barrage balloons to pop. Excellent fun.

56 Killing Game Show
Yes,rather unsurprisingly, this is a TV game show with killing in it. The game's a fine puzzley shoot-em-up.

55 F117A
Flight simulators used to be boring *Airbus*-style games. Then things started to change and they became immense fun. This is one of the best of its kind.

54 Ultimate Soccer MGT
Strictly management and strictly good.

53 Powerdrome
Before *WipeOut* there was *Powerdrome*. Seat-of-the-pants flying action that's as good today as it was back in issue 1.

52 Mega lo Mania
A *Populous/Powermongery* affair that's a fast-paced strategy game. Fine stuff.

51 Sim City 2000



Who would ever have thought that designing and running cities could actually be fun? The game that changed the way we looked at Mayors. Forever.

50 John Madden
Even if you didn't understand or didn't like American Football, there was no hiding from the superb, crunching grid-iron gameplay in *John Madden*'s.

49 Empire
A dreadful-looking, turn-based wargame. I played it for weeks and weeks. I even came in on Saturdays and Sundays just to play this. People stopped talking to me. I became a recluse.

Continued overleaf ➡

AF73: AF74: AF75: AF76: AF77: AF78: AF79: AF80: AF81:



AF73: In the abscence of any details from Amiga Technologies, we outlined what Amiga users would most like to see in a new machine, with pictures of odd birds.

AF74: AT claimed they would ship 60,000 units by Christmas, we dished out an *AF* Gold to *Organiser*, and it was art tart Sue White's last issue. Sniff...

AF75: The Amiga Magic bundle price was released to general disbelief. We analysed those companies who were sticking by the Amiga, and why.

AF76: It was PD time as we explored the real wonder of the Amiga scene – excellent Shareware. Someone called Bradley left this issue, apparently.

AF77: The cover they said was impossible and the disk you thought you might never see. *Real3D* fever started, and the tutorials ran for nearly two years.

AF78: An AT spokesperson called us unprofessional for asking questions of developers about the Amiga's new owners. They didn't have much time left...

AF79: Anna Grenstam visited the Amiga factory in France, but they sent her back. Digita's *Organiser 2* on the Coverdisk provoked another great disk debate...

AF80: We urged the development of MPEG for the Amiga, but had to wait for another year before anything happened. First moaning letter about *TFX* appeared.

AF81: That cover. It's amazing how different Andrea looks with a wig. *Blitz Basic* and a *Zeewolf* demo made for some memorable Coverdisks.

48 Gloom

Inspired by *Doom* (no! Really?), this is one of the most action-packed first-person, erm, action games on the Amiga.

47 Simon the Sorcerer

More graphic adventure fun, this time with the bumblingly amusing Simon.

46 Archer Maclean's Pool

Realism was the key to this game's success and it's still a fabulous pool sim.

45 Flashback

More French adventuring frolics. Not only a bit of a looker, but a satisfying playing experience to boot.



44 A-Train

More localised than the classic *Railroad Tycoon,* but nearly as much fun. Not quite though, but fun enough to be in my all-time top 50.

43 Player Manager

One of the finest footy manny games you could hope to get your mitts on.

42 Zeewolf 2

A truly splendid helicopter combat sim. And I designed most of the levels in the game. I asked the others in the office if it was good enough to be included here and, thankfully, they said "Get lost! It was crap!". I know they were only joking though.

41 Skidmarks

Sort of like *Micro Machines* but a little better looking. Great to play too.

40 Laser Squad

I've always been a fan



of Julian Gollop's skirmish wargames and this one was excellent. It became the template for *UFO* as well.

39 Carrier Command

Good carrier versus bad carrier. And control of all the units on air, land and sea. Fabulous game!

38 Deutoros

An awesomely playable space empire strategy game. Deep and involving.

37 Gunship 2000

A highly accurate and engaging (ho ho!) helicopter sim. It's arguably better than *Zeewolf 2,* but only just.



36 Another World

So is this. But maybe better looking (well, it was full of Gallic flair).

35 Beneath a Steel Sky

A massive, intense and atmospheric adventure.

34 The Chaos Engine

16 levels of puzzles and shoot-em-up action established this as one of the all-time best games of its genre.

33 Hired Guns

One of the best first-person puzzle games ever. Didn't get the recognition it deserved.

32 Pirates

Unsophisticated gameplay and one of the most entertaining pieces of software ever. Swashbuckle your way around the Carribean fighting and looking for treasure. Glorious.

31 Battle Isle

The History Line forerunner and a good enough game to be in our all-time top 50. Immediately playable with heaps of longevity.

30 Indy 500

One of the finest driving games to ever appear, *Indy 500* had speed, attention to detail and tyres that would explode far too easily.

29 Eye of the Beholder

Follows the *Dungeon Master* brief but deviates sufficiently to stand out on its own.

28 Zool

Classic platform action that's so smooth, so playable you can't leave it alone.

27 Powermonger

Warfare from the *Populous* perspective and boy! Does it ever work!

26 Pacific Islands

Innovative tank warfare with splendidly paced missions. Thrilling.

25 History Line

A simple, hex-based wargame that was so well put together it remains a firm favourite in the office.

24 Indy Jones, Fate of Atlantis

Thoroughly entertaining adventuring and one of the best uses of a movie character. Ever.

23 Conqueror

The *Virus* landscape engine re-worked for cracking tank battles. Superb.

22 The Sentinel

One of the most under-rated games of all time. A true masterpiece.

21 Micro Machines

This game was all about competition and none can beat it in multi-player mode.

20 Monkey Island

This re-wrote the book on how to make adventure games. A landmark title.

19 Colonisation

Another Sid Meier special with a different feel to *Civ,* but almost as enjoyable.



18 Formula 1 Grand Prix

Better than *Indy 500* because it was slightly more forgiving and slightly more varied (well, it had more than one track for a start!).

17 Slam Tilt

Pinball games don't come any better than this.

16 Kick Off 2

Not quite as fluidly great as *Sensi Soccer* but still one of the best football games ever. On any machine.

15 Rainbow Islands

Still the definitive platform game after all these years.

14 Theme Park

Engaging and engrossing resource management game. A trip to a burger joint will never be the same.



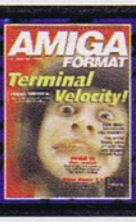
13 Exile

Allow yourself to get hooked by this and you'd find it very difficult indeed to stop. Magnificently playable.

12 Populous 2

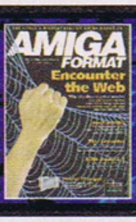
The definitive deity

AF82:



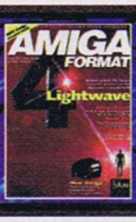
Mr Bartucca has the shakes to denote the arrival of the first '060 accelerator for the A1200. The most stunning arrival this month was *The Digital Universe.*

AF83:



The editor's hand made a disturbing appearance on the cover to somehow denote our landmark Internet feature. And we panned *SSF2Turbo.*

AF84:



The infamous Walker pics emerged to derision, scorn and disbelief. Graeme Sandiford said he liked it though. Hmmm. Andy Smith rejoined the *AF* fold.

AF85:



They lied. It wasn't sorted, and it was never to be. But on the brighter side, this issue saw the world's first regular Amiga mag with a CD. We had faith...

AF86:



We reported on Toulouse, which although it was interesting, was pretty much hypothetical. We reviewed the *Siamese* system and *SWOS Euro '96.*

AF87:



SoftLogik's excellent *Typesmith* was on the disks, so you never had to worry about being caught fontless ever again. Reviewed *Photogenics 2.*

AF88:



Oh dear, Escom went bust. How we cried tears of deep sorrow... and the better news was that *Alien Breed 3D II* was finally released and reviewed.

AF89:



Legends were made this ish, with the start of the marathon Emulator series, and the CD issue went very late because *MasterISO* didn't want to work.

AF90:



The longest coverline in AF history explained we were interested in the Germans, who were up to all sorts. *iBrowse* and *StormC* were released.

game. Even more rewarding than the original.

11 The Settlers

Just missing out on an all-time top ten entry is this superbly crafted game of resource management and warfare.



10 Lemmings 2

Even better than the first *Lemmings* game, and still one you can come back to again and again. And again.



9 UFO: Enemy Unknown

The *Laser Squad* fundamentals updated and tweaked to make a thoroughly absorbing battle squad game.

8 Speedball

The only game that comes even close to getting the juices flowing in the same way as *Sensi Soccer.*

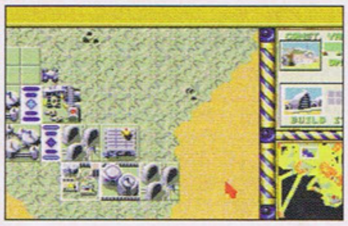


7 Elite

The game of a lifetime. Arguably better on an 8-bit machine but still worthy of a place in the all-time top ten.

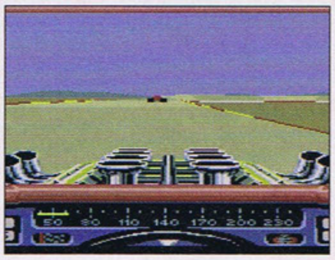
6 Dune 2

The seminal wargame and the founding father of *Command and Conquer.* A truly splendid piece of software.



5 Stunt Car Racer

One of the first games to show what a couple of linked Amigas could do. This subject of, ahem, witty spoonerisms will always be an AF fave.



4 Railroad Tycoon

Sid's second game in the all-time top five. Who'd have thought that building rail networks and shuffling goods around could be this much fun?



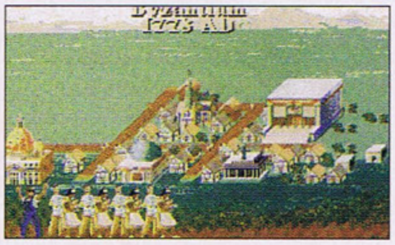
3 Syndicate



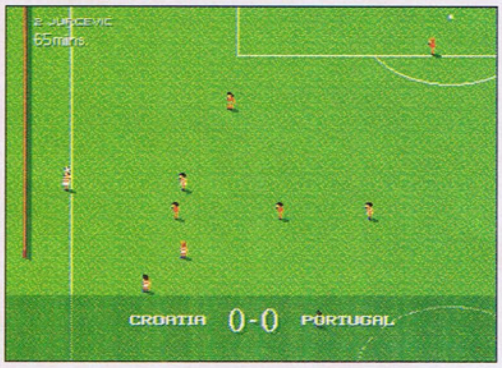
Bullfrog's dark and sinister control-em-up has style, sophistication and playability coming out of its ears. Once you'd started you couldn't stop.

2 Civilization

One of the most involving and entertaining games you could wish to play. Sid Meier, the game's creator, knew exactly what a game needed to be outstanding and *Civ* was the game that delivered it in bucketloads.



1 Sensible Soccer



Choosing *Sensi Soccer* as the No1 best Amiga game of all-time is bound to cause arguments, but no other game has caused more office time to be wasted and given the members of staff here more fun than *Sensi Soccer.* Our heart-felt thanks go to the creators.

Special Mentions

Plutos – a simple, vertically scrolling shoot-em-up that had weaver birds in it. Fantastic stuff.

Party Games – immature and puerile but it impressed my Norwegian girlfriend at the time (sigh).

So there you go. Have I missed your favourite? Has a game been placed way too high up the list? Or way too low down it? You can always write and let me know – whether I agree with you is another matter however…

AF91: AF92: AF93: AF94: AF95: AF96: AF97: AF98: AF99:



AF91: You wanted to know where to buy stuff – we told you. *Art Effect* and SMD-100 MPEG thing got top marks, as did *Dopus5.5* in an *AF* Goldfest of an issue.

AF92: You've got *Worms.* Well, you did if you got this issue anyway, although as the programmer lost all his code (shame) the full version didn't appear for weeks…

AF93: *OctaMED* was on the disks, *Chaos Engine 2* was reviewed inside and Nick Veitch predicted that an end may be in sight in the Amiga-for-sale saga.

AF94: You could have found out how to emulate a BBC, make money from art, programs in *Blitz,* expand your CD[32] and what Guildhall were up to.

AF95: *Minskies Furballs* and *Tiny Troops* were in for review, *Lightwave 5* disappointed and a reader claimed Aliens were on earth to purchase the Amiga…

AF96: No, it wasn't Myra Hindley. This cover actually won us an internal award, but more importantly for you, we gave away a complete version of *PPaint.*

AF97: The huge Internet feature was pushed into the shadows by the fact that Gateway 2000 bought the Amiga! And it was for real this time…

AF98: We surprised ourselves with the number of top games that were in development when we did this special feature. Ben is still playing some of them.

AF99: As if a huge feature on building your own Tower wasn't enough, we also reported from the excellent World of Amiga show in London. Onwards…

Congrat AMIGA FORMAT

“Longtime Amiga software specialist, LH Publishing, heartily congratulates Amiga Format and its readers on the 100th issue. As a special treat for Amiga Format readers past and present, LH Publishing is discounting one of its leading products, AF Gold winner PageStream 3, by dropping its price by £25 to £100 in celebration of this great landmark. Readers wanting to take advantage of this very special offer, need to quote the reference number PS3-4677.

Contact details:
LH Publishing, 13 Gairloch Ave,
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Well done Amiga Format for reaching issue 100

Long live the Amiga!

As a gift to you, the reader, we are offering 5% discount off all our products – see page 103

This offer expires at the end of August

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Happy 100th Issue

Amiga Format

From

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See our latest advert on page 112 for the very best Internet offers!

Active Software

100's of Amiga Products from Eyetech in this 100th issue of Amiga Format

…And to show our 100% commitment to the Amiga here are three very special, time-limited offers, all based on the products and prices on page 67 of this issue…

Buy any hard drive (including *InstantDrives*) and get £20 off the advertised price **£20** (With this coupon - valid to 30/08/97)	Buy an 8-speed CDPlus and get an upgrade to a 16-speed unit ***or*** to a Desktop/MT ***FREE OF CHARGE*** (With this coupon - valid to 30/08/97)	Buy any Apollo accelerator - including the new *51 MIPS '060/66* - and get memory for it at ***30%*** discount (With this coupon - valid to 30/08/97)

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ulations

on reaching issue 100

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Congratulations to *AF* for reaching 100th issue.

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Blittersoft would like to congratulate **Amiga Format** for reaching its 100th issue and for its continued support of the AMIGA!

To mark this occasion, **Blittersoft** are offering an additional ***£25.00 discount*** on all Infinitive 1300t-i, 1400t-i and 1500t-i Tower Kits and ***£5.00 discount*** on PCx

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Kind regards and best wishes for the future,for this great magazine.



"I support the purchase of Gateway and we will all have a great future together, not only for the last 100 issues of Amiga Format, but for the next thousand!"

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General Manager • Amiga International

Golden Image

has been supporting Amiga since 1990 and will carry on doing so.

Congratulations to Amiga Format

on their 100th Issue.

Thank you

to all our past, present and future customers for their support.

We take pleasure in offering a FREE Black Amiga Mouse with any purchase over £20·00

Congratulations Amiga Format on the Occasion of your 100th Anniversary.

Many thanks for all your support and all the high ratings and awards. As a special thank you from HiSoft to all Amiga Format readers, just ring 0500 223 660 (free of charge in the UK) and quote ref. AF100MM to receive a 10% discount on all our products advertised in this issue of AF, plus a surprise birthday gift!

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Step by Step guide to making your own miniature replica issue 1

INSTRUCTIONS FOR ASSEMBLY

1 First of all cut out the five coloured sections as shown by the scissors symbol. If the printers have got their sums right you should now have the five sections with the relevant pages exactly on the reverse. Section A is the cover and back cover and this needs to be folded along the centre to provide the spine and beginning of your booklet.

2 Now it gets a little complicated, you will find that one side of each section has colour co-ordinated edges (this is to help you remember which side should be folded towards you). Now referring to fig 1. fold towards you along the centre crease so that you halve the page, repeat this process of folding in half until a single page booklet is formed.





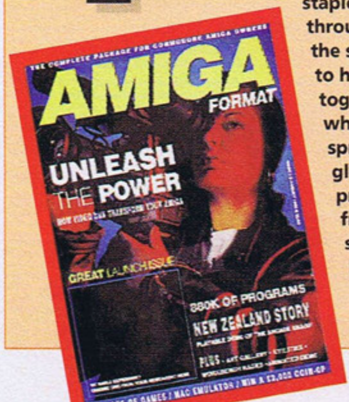
3 Repeat this process for the consecutive sections, with section B fitting inside section A, section C fitting inside section B and so on until you have all the pages fitting snugly inside one another (section B has only 8 pages to the section but the process is the same as the other sections).





4 Using a pair of scissors cut the edges of the pages so that they can be opened out. You can finish off your mini mag with a staple through the spine to hold it all together. Or why not sprinkle a little glitter on the front and present it to an Amiga-loving friend as a gift. Whatever, we're sure you'll have many happy hours assembling this unique collector's item. Good luck!







For added effect buy two magazines and construct unique matching his and hers collector's sets, for use at home and in the workplace. A wonderful item no self respecting Amiga user in the nineties would want to be without.

SECTION A



Collectors Edition

ISSUE 1



SECTION B



SECTION B

SECTION C



SECTION C

COLOUR CODED SECTIONS

The five sections of the magazine are split into different colour codes. This will help you when you come to put the magazine together. Full instructions on assembly can be found on page 30.

SECTION A - YELLOW
SECTION B - PINK
SECTION C - RED
SECTION D - BLUE
SECTION E - GREEN

SECTION A



SECTION B

SECTION C



SECTION E

SECTION D



SECTION E

SECTION D

SECTION E

SECTION D



SECTION E

SECTION D

The latest games, the handiest hints and some clever programming from you!

SCREENPLAY



What changes the Amiga gaming scene has been through in the time it's taken us to produce 100 issues of *Amiga Format!* From the glory days when the Amiga was the equivalent of today's N64 and everyone wanted one, to the lows of a couple of years ago when everyone and his wife was abandoning the machine. Those glory days of yore may never come again but things are certainly a lot rosier now than they were. New software houses are starting up, games from other formats are being looked at with a view to converting them and there's even the odd *Format* Gold game being released. This is still a very good time to own an Amiga and to read *Amiga Format.*

Andy Smith



38 PREVIEWS

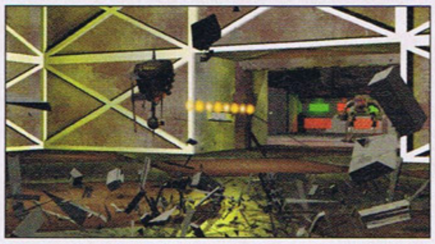
News of a new golf game coming from a brand new software outfit plus *Phantasmagoria* pictures!

The birds a-tweeting, the rustle of grass and the cries of "Damn". That'll be golf.

40 NEMAC-IV

You'll need a high-spec CD-ROM machine just to start this one. Should you bother?





Big robot-type thing in *Doom* clone game shocker. Lovely intro though, eh?

44 KARGON

Join the rumble in the dungeon as you and a couple of mates go charging around the place chucking spells at each other. Sounds good to us…





She doesn't know it yet but that Angel is about to get a fireball in her mush. War's war I'm afraid.

46 READER GAMES

Zero Gravity............Matthijs Hollemans
Fly very fast down very thin tunnels.

Marietto ....Luca Carminati
Throw bricks in the air and kick knives.

Jigsaw.......................................A. Daniel
Make jigsaws out of your IFF pictures.

Treasure Hunt ....Robert Benjamin
Buy a detector and go looking for gold!

Jompis..........................Ermano Manzoni
Extremely taxing and fun puzzle game.

Number 100 AF ....Chris Seward
Guess the two words I'm thinking of…





They are the games created by you, our readers. Find out what other people think are 'fun' games…

49 GAMEBUSTERS

The final part of *Valhalla 3,* plus lots and lots of other tips too!



Now you'll finally be able to finish the game, thanks to our wonderfully detailed walk-through.

AMIGA FORMAT'S REVIEW POLICY

WHAT OUR REVIEW SCORES MEAN

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

90+%	The crème de la crème. Only the very best, most playable and original games are awarded an AF Gold – the most highly prized rating there is.
80-89%	These games are very good, but due to minor flaws are not the finest examples of their genre.
70-79%	Good games which are worth buying, especially if you have a special interest in a game type.
60-69%	Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.
50-59%	Below average games which are unlikely to impress your mates or your wallet. Avoid.
40-49%	Overwhelmingly poor quality games with major flaws and appalling gameplay.
Under 40%	The absolute pits.

Previews

Andy Smith loves any excuse to wear funny clothes, though quite what a tu-tu has to do with golf we're not sure...

Pro Tour '97



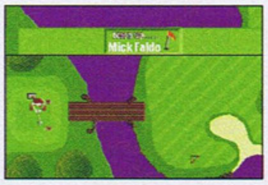
Mind the trees! In *Pro Tour '97*, once you're in the trees you have to 'punch' your way out because the game won't allow you to hit over them. Plan your route to the green carefully therefore.

There's something very ying and yang about the games community at the moment, no sooner does one software house disappear than another pops up to take its place. Take *Pro Tour '97*. This game was originally due to be published by OTM – of *Virtual Karting* fame – until they went belly up. Not to be deterred though, Evolution Designs have decided to publish the game themselves.

What's to be said about a golf game? For a start you get four courses for your £12.99 which can't be bad. On each course you can play an 18-, 36- or full-blown 72-hole tournament which isn't bad either. The game adopts the usual viewed-from-above perspective and follows the rules pretty much everywhere else – press the mouse once to determine the power of the shot, press again as the slider falls when it reaches the mid-point between drawing or fading (for non-golfers, drawing means pulling the shot to the left and fading means sending it to the right. Or it could be the other way round).

Unlike some games of its type, though, *Pro Tour* offers a fair few options: if you fancy putting a bit of spin on the ball (sometimes you'll want the ball to stop dead on the green and other times you'll want it to run on) you can. How about opening or closing the club face (open the face and the ball goes higher but not very far)? There are loads of options to not only fine-tune your addressing of the ball but also how you play. The weather for starters – a dry day will see your ball rolling further and spinning less while an overcast day will have your ball stopping shorter. Then there's the fact that you can't shoot over trees. This makes the game more cerebral as you're going to have to take more care, especially when it comes to tee-ing off. Get yourself in trouble though and your only option left is to 'punch' the ball out of trees.

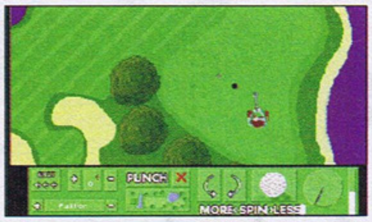
There's plenty to explore there then and we'll be putting the game through its paces next month.

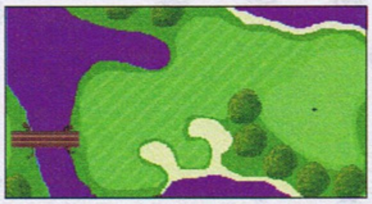




The prize money increases the more holes you play. A full-blown tournament pays out the most.

> "*Pro Tour* offers a fair few options: if you fancy putting a bit of spin on the ball, you can."

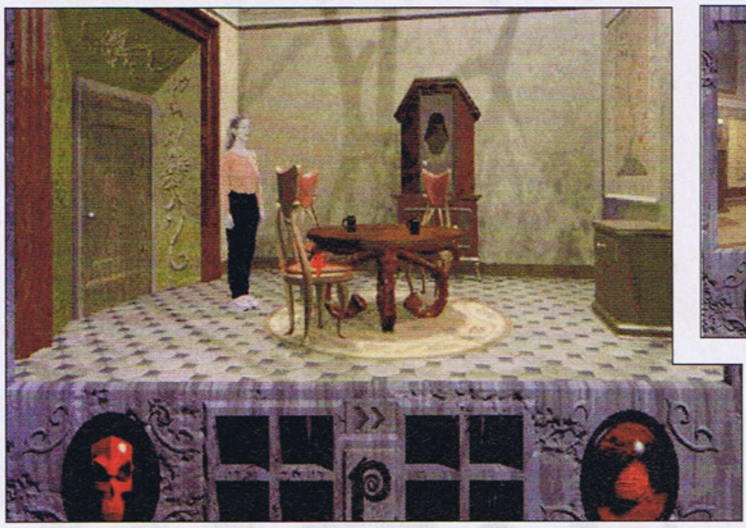




Before teeing off you'll want to check the lie of the land with the overhead map. Mind that tree now...



Phantasmagoria



These screenshots have had to be reproduced in 256 colours only, so you can expect the game to look even better than it does here. This will be the newly-wed Adrienne then. Time for a cuppa...



Now that's what I call a room. If it was my house there'd be a Scalextric, pinball table, the lot.

STOP PRESS

News just comes to us that Guildhall are just about to re-release the classics F15 Strike Eagle II and Silent Service II. They are also about to release their first CD-ROM game – Civilization (see this month's all-time top 100 games) which will be available from them or Epic Marketing. Call Guildhall Leisure for prices and availability (01302) 890000.

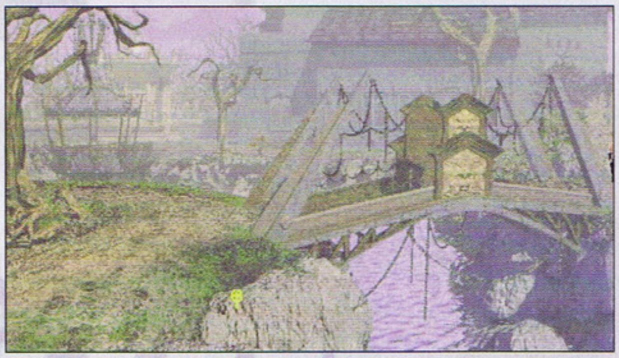
"Things get a little erm, pear-shaped when Adrienne (the wife) discovers a secret room..."

ClickBOOM started something when they announced they were converting the popular PC/Mac game *Myst* for high-end computers (it's due to be completed sometime later in the year, more details when we have 'em). A new outfit will soon be bringing us the delightful Mac/PC game *Phantasmagoria* (we're not being coy about the name of the company, but things are still in the process of being finalised at the time of going to press) which originally appeared on those machines through Sierra.

The game's an adventure game based around a newly-wed couple who move into their new dream home, an old mansion. Unfortunately things get a little erm, pear-shaped when Adrienne (the wife) discovers a secret room in a part of the house previously unexplored. This room was used for satanic purposes in the past (weren't all secret rooms? I can't think of any that were used for secret parties. Oh, hang on. No, forget that). A dark force gets released from the room and decides to possess Don (the husband). Everything starts to get very nasty from here on in with the player attempting to clear everything up and get things back to the happy state they were before. Sounds like fun to us.

Again though, you're gonna need a whopping big Power Amiga to play this 7 CD game in the first instance and you're going to be at the bottom end of things if you've only got an '030 processor, four speed CD-ROM, 8Mb RAM and 15Mb of hard disk space. There will be a lower-spec version available later on, but there are no details on just when as yet.

The chap behind the project: Stephen Flower is keen to point out to us that: "The intro at the beginning of each CD is around 2-3 minutes of fantastic graphics and great sound which is just like watching a movie. But this isn't one of those games with fancy graphics and not a lot else going on, it really is a moody, atmospheric, tension-building and totally addictive game." Taking Stephen's word for it, we look forward to seeing *Phantasmagoria* just as soon as we can. Meanwhile, enjoy the pics and we'll bring you more news about the game as and when we get it...



Ooer! This doesn't look like the kind of place you'd choose to frequent on your own, especially when you know there are evil forces about.



Adrienne has obviously been to posture classes judging by her stance. Just you wait for that teddy bear to come to life and pick up a carving knife – it always happens!

Issue 100 Giveaway!

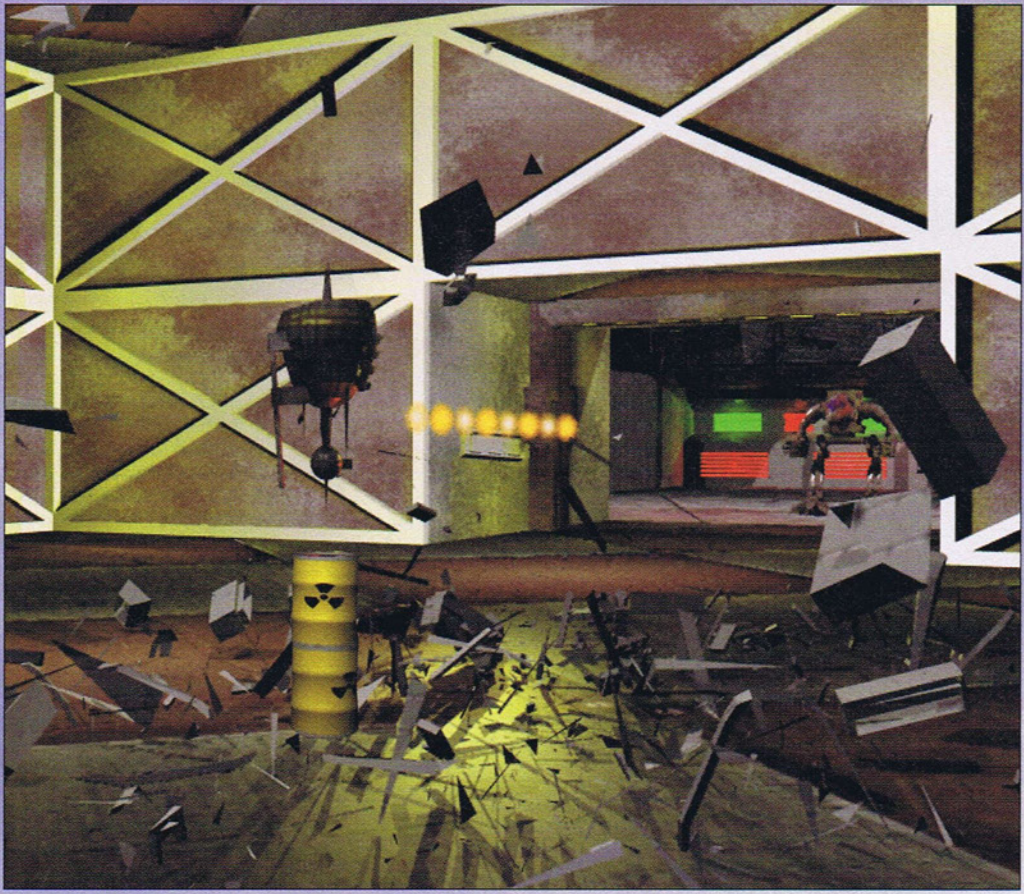
click... click... click... BOOM!

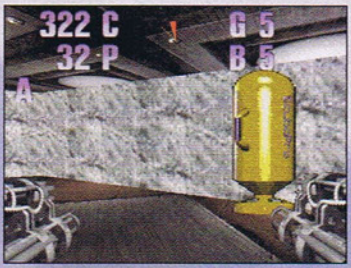
Those Canadian gamesmeisters clickBOOM have kindly given us ten copies of their epic adventure *Myst* and five runners-up prizes of the *Format* Gold-rated *Capital Punishment*. They've also given us posters and other clickBOOM goodies. To enter, send your self-addressed postcard to:
AF100 *Myst* Draw
Amiga Format
29 Monmouth Street
Bath BA1 2BW

worth £450!

Nemac IV

"It's all networked out nice again," quipped Andy Smith. "Shut up and write the review," said Nick Veitch.

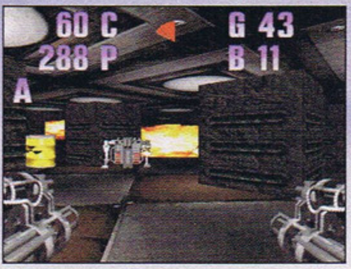




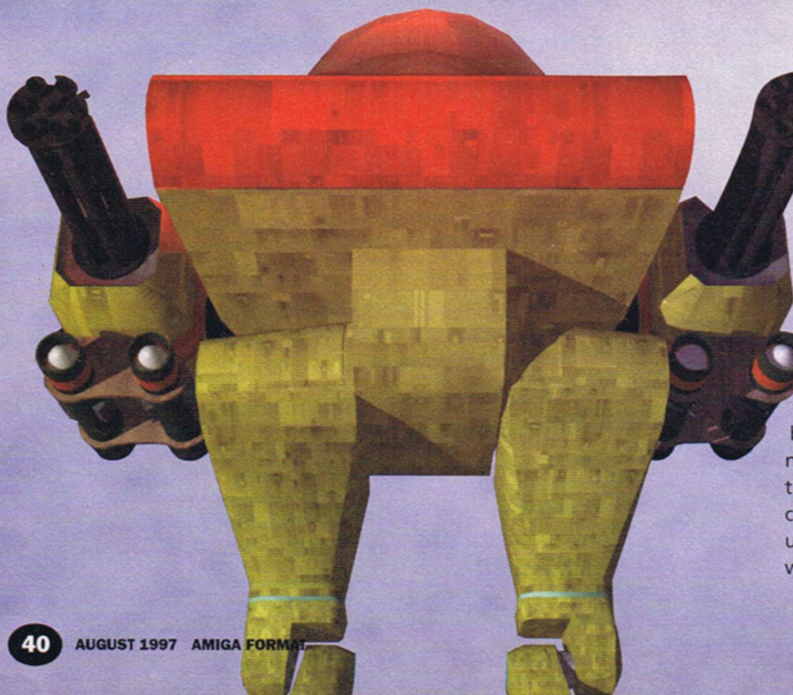
Now then, unlike most cylinders, this big yellow one won't explode when you shoot it and it has an intriguing handle on the side…



…that cylinder didn't though. A burst of chaingun and the thing goes up a treat. Blowing up cylinders is best when there are baddies around.



A quick strafe to the left and when that cylinder explodes, it's going to take out the baddie.



AMIGA GOLD FORMAT

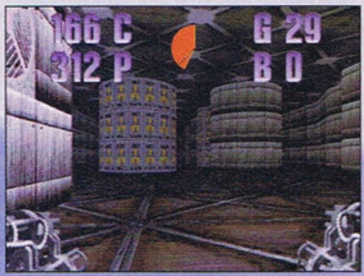
But that's only because Nick's sense of humour organ was surgically removed when they made him editor. It's actually quite a good gag really because from what I can gather *Nemac IV*'s all about some computer neural network or something.

I say something because as well as the game's storyline having been written in German to start with and then translated by someone who's native tongue is not English, I didn't actually read that much of it. Suffice to say, some computer network or other thinks it's under attack and has mobilised a whole army of security robots to protect itself. This basically means you're controlling some large robot thing (you in the game) and have to destroy all the computer's defenders (the baddies in the game). Surely that's enough scenario for any Amiga Format reader? *[You should stick to telling jokes – Ed]*.

As you can tell from the screenshots, it's a first-person perspective action game. And as you might expect, it has all the hallmarks of games of that genre. You run around the place, you pick things up (including ammo) and you shoot things. But *Nemac IV*'s slightly different. Not hugely, but ever so slightly. First of all you don't get any more weapons than the ones you



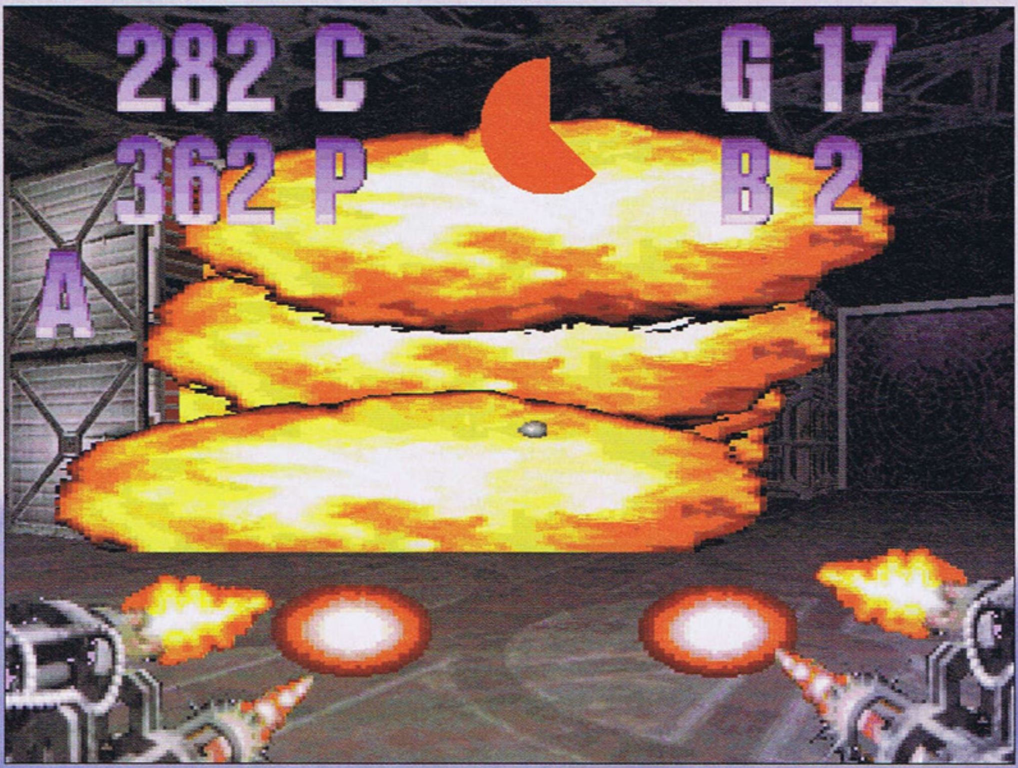
Armed to the teeth with 160 chaingun rounds, 358 plasma rounds, 29 grenades and 14 bombs. Health is down to almost a quarter left however.



Dark, mean and moody. You never know what's lying in wait around the next corner. Well, not unless you've played the level before.



Full health and door codes A and B. Things are looking good for Nemac IV. At the moment.



One very nice feature of the game is your ability to open fire with all three of your weapons at once. This is most useful when you've got either a whole bunch of baddies coming at once or a couple of extra-tough ones to tackle. It eats your ammo like there's no tomorrow though.

start with, namely a chaingun, a plasma gun and a grenade launcher.

The chaingun's the weakest weapon and therefore the one you're going to be using most because you'll have run out of ammo for the other weapons a long time ago, ahem. It's not that bad actually, but isn't the best in the world. The plasma gun's a bit porkier but, again no great surprise here, it has a slower firing rate and the ammo's scarcer. The grenades are the best though – not only do they have a high firing rate (just keep your finger on the grenade button a bit too long and that stockpile of 50 it's taken you 3 levels to amass is suddenly reduced to six. Doh!), they're deadly too.

MONSTER MASH

And so to the types of baddies you're going to be using your ammo on. There are loads of 'em and they come in all sorts of shapes and sizes. Some are cleverer than others too and here's where the designers have been a bit clever themselves, because you don't always know just what the baddies are going to do. Not everything in the game runs around at full-pelt with its guns blazing. As early as level three you come across some floaty ball things that don't look that dangerous. In fact, they don't even shoot at you. But they can kill. Stand around for too long (looking at the map or whatever) and these floaty balls home in on you and surround you. That might not seem like too much of a problem but it means you then can't move anywhere and the only way out is to shoot one of the floaty things – this then explodes, sets off all the others and there you are. Dead on the floor. Subtle things like this are good.

"Stand around for too long (looking at the map or whatever) and these floaty balls home in and surround you."

Another nice feature and one that has been well worked is this barrels lark. If you've played a few of this type of game you'll know that there are often barrels and things that can be shot to cause explosions (usually very handily if there are lots of them in a room full of baddies). One neat touch here though is the player's ability to move the barrels around. Not only can you blast 'em from afar and hope they catch out

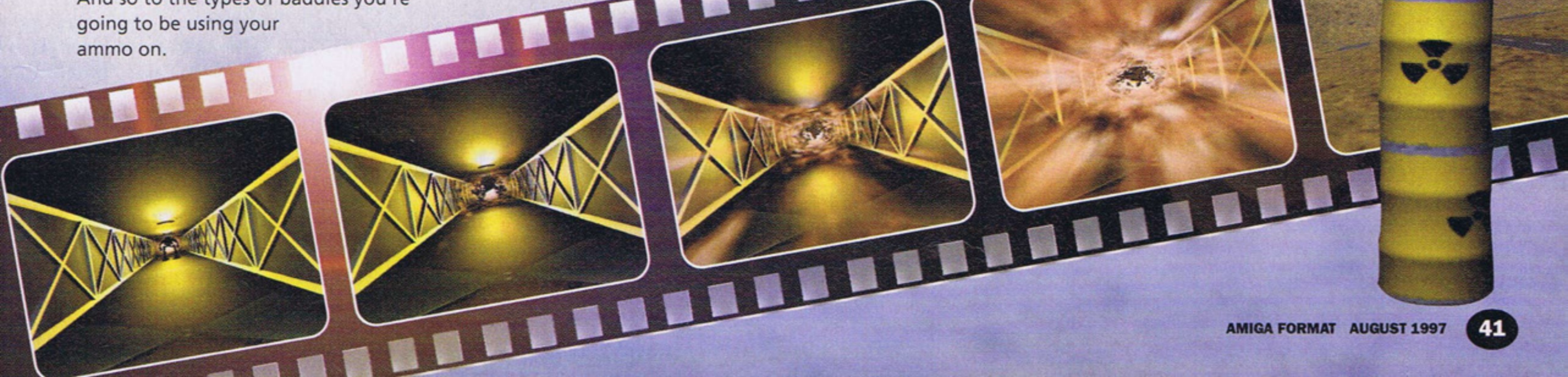
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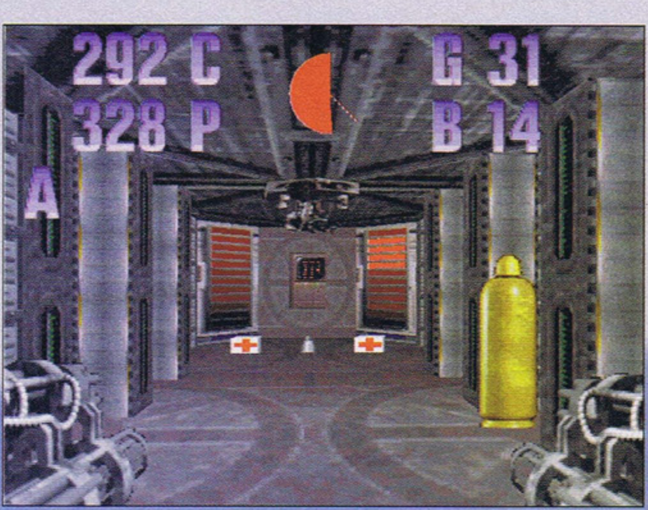


A room full of exploding radioactive cylinders. Nice.



A grenade thrown round the corner is always a grenade well spent.





A welcome sight. Move up and collect the medikits and the 10 grenades between them. Then collect door code B from the terminal on the wall.



A massed attack – so open up with all your weapons. A lot of dead baddies drop extra ammo, so make sure you search the wreckage.

"All of this means the game hangs together very well and is great fun to play."



An ED 209-alike baddie. Kill it.



Chain reaction explosions are fun.

some of the baddies in the explosion, but you can move them to where you want them to be and then blast 'em. This comes in very handy if you know that there's a baddie just around a particular bend in some corridor or other! And while we're on explosions, sort of, another feature that proves to be more useful than you'd first think is that objects get moved around in a blast, thus allowing you to flush out little hiding baddies, for instance.

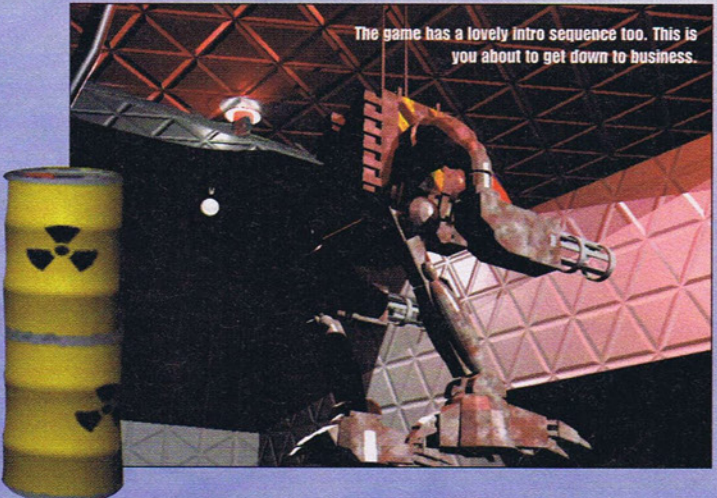
GRAVEYARD SMASH

So what else is new then? There's plenty of emphasis on the puzzling side of things in *Nemac IV*. Hit a switch here to disable something there that allows you to get a little further in the level – you know the sort of thing. They've even managed to get the old fave in – timing puzzles. Hit a switch here and then you have to leg it right along this corridor before the door shuts. Not particularly dynamic or original even, but it's not overplayed and makes a nice break from the shooting. Doors are slightly different too. There are plenty of the normal variety – just walk up to 'em and hit a key to open 'em. But on most levels you can usually only open doors marked A, B and C by finding relevant codes. These codes aren't lying around on the floor or anything but are gained by walking up to computer terminals or by throwing switches or some other such thing. Thankfully your main display shows you what codes you've managed to find and actually coming across them is far more straightforward than you'd imagine.

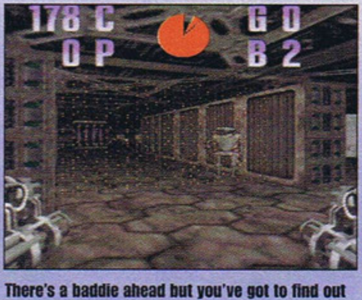
Another good feature and one that you'll use frequently is the on-screen map. Call this up and it overlays the game's main window (which you can resize and alter the amount of detail on if you find the game's running a little slow on your system) so you can see where you've been and where you're going without getting jumped by the bad guys. The map's mostly useful for showing where things (ammo, health and so on) are lying and where doors that you might have missed are.

Ooh, but quickly back to the shooting thing. It's not a precise science. Most of the time you just have to vaguely point in the direction of a baddie and blast away with your guns. Depending on the strength of the baddie this will usually be enough to knock 'em out. You can't be too blasé about it but the level of accuracy is just about right because it works nicely.

Actually it all works nicely. *Nemac IV* has a wonderful blend of action and puzzles. Every level is just about the right size with the right level of difficulty – starting off nice and gently and getting murderously tough later on. New features are introduced at just the right time and you're not often sat wondering what you're supposed to be doing. All of this means the game hangs together very well and is immense fun to play (assuming you've got all the kit you need to get the thing going in the first place). *Testament* (AF 99 90%) was very good indeed and this is even better. Although you do need to have a decent set-up, you'll find it challenging, atmospheric and very enjoyable. It's too early to include this in the all-time top 100 (you have to sort of 'live with' a game for a while to really get to know it) but time could well judge this game to be very worthy of inclusion in that selective club.



The game has a lovely intro sequence too. This is you about to get down to business.



There's a baddie ahead but you've got to find out how to turn off the force field first.

Issue 100 Giveaway!

Epic compo

Those lovely people at Epic Marketing have given us 10 copies each of their Encyclopedia 1997 and their Encyclopedia of the Paranormal. To stand a chance of winning, send your self-addressed postcard to:
AF100 Epic Draw
43 Akers Way
Swindon
Wilts. • SN2 2NF
For competition rules and regs see page 9.

worth £500!

DISTRIBUTOR: Sadeness Software 01263 722169
PRICE: £24.95
TESTED ON: A4000
REQUIREMENTS: '020 processor, 2Mb, CD-ROM, OCS/ECS/AGA chipset, 5Mb hard disk space.
RELEASE DATE: Out now

GRAPHICS: ●●●●○
Mostly great, especially because you can alter several details to get it running faster.

SOUND: ●●●●○
Especially atmospheric, which makes a great change to the norm.

ADDICTION: ●●●●○
Super level design keeps you at the keyboard longer than you should.

PLAYABILITY: ●●●○○
A little tricky to juggle all the keys sometimes, but you get used to it.

OVERALL VERDICT:
A fabulous action game that's thrilling and addictive. Give 'em a bell and order a copy.

93%

Kargon



Andy Smith tries to avoid getting hit as he runs around the darkened dungeon. Another ordinary day at the office then...

Epic launched their Islona label rather splendidly last month with the *Doom* clone *Testament* (*AF99*, 90%) and followed it up with a game that's also set in damp, dark dungeons: *Kargon*.

Kargon is significantly different however, having more in common with *Dungeon Master* than *Doom*. Essentially though, it's a Death Match game, in which you and up to four players (computer or human) run around a dungeon trying to kill each other with different spells.

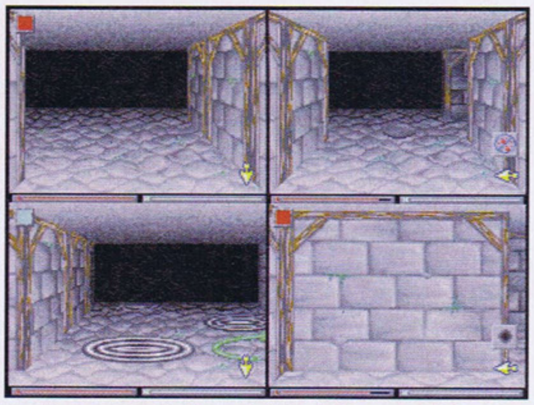
> **"Essentially, it's a death match game... you run around a dungeon trying to kill each other with spells."**



Testament to fun

Islona, the new games company formed by Epic Marketing has got ten copies of their 92%-rated, Amiga Format Gold-winning, Doom clone Testament to give away. Simply send your self-addressed postcard to:
AF100 Testament Draw Islona
43 Akers Way • Swindon
Wiltshire • SN2 2NF
For competition rules and regs see page 9.

And, of course, there's more to it than that. The dungeons themselves are not as straightforward as you might think because they're comprised of several levels to start with. The levels are connected by stairways – arrive at a stairway and you go up or down – rather obviously – to another part of the level. And each level is furnished with several traps: whirlwind tiles cannily spin you round and round until you step off them (by which time you're usually facing in completely the wrong direction); darkness tiles make the screen go completely black while you're stood on them – and there are often several of these together so you have to keep referring to your map to find out where you are; direction-reversing tiles turn you round (again, disorientating); and the teleports move you to another part of the level, (some of these tiles are two-destination teleports, so if you actually want to use them to get somewhere, you have to use one once, then go back and use it again to get where you wanted to go).



Four-player mayhem. The chap on the bottom left is soon to be in trouble.

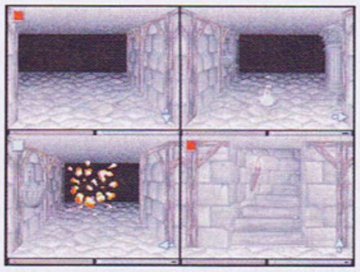
Finally there are push walls, (marked with a hand print), and false walls, which only show up when you cast the appropriate spell.

Spellbound

It's the spell-casting lark that the gameplay's built around. At the start of the game you pick a certain number of spells (depending on how



At the end of each bout you can check on who managed to get themselves killed first. This is only useful when you're playing against other humans, so that you can gloat...

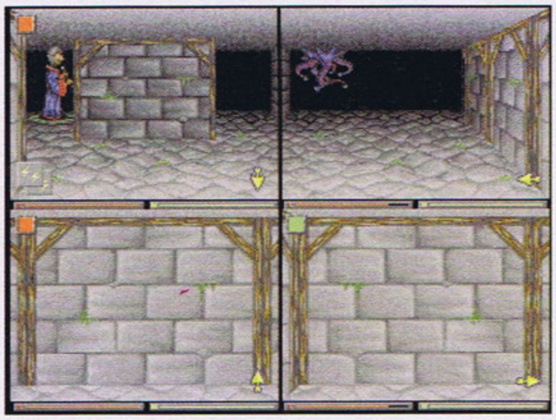


A fireball explodes bottom left while the top right chap finds himself some extra spell energy.

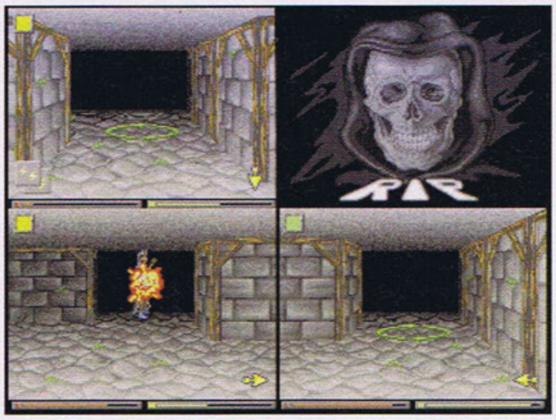


And just to round things off, at the end of a series of games you get yourself crowned.





The chap top left is in a whirlpool and that's a tentacle thing top right.



The bottom left player hits the top right one and puts 'im out of the game.

much spell energy you're given) which you can then use throughout the game. Every spell you cast costs you some energy, and only time spent collecting spell potions will restore that valuable energy. The idea's simply to use your spells to kill off the other players, over a set number of rounds. The winner is declared the new *Kargon* and, erm, you can then do it all over again.

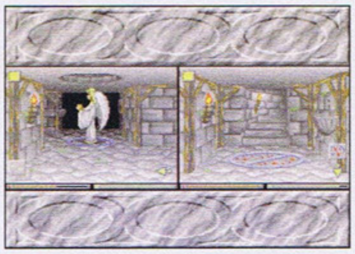
But there are a couple more things to mention. Each level is littered with the spell energy potions mentioned earlier, but there are also health potions to be collected which can be extremely useful things to have, because not only are you going to get hurt by the other players, but you risk injury from the monsters that live in the murky dungeons, (mostly they're octopus-type things that hang from the ceiling – they're not too clever but they can be annoying when you run into them). There're also holes in the floor that tend to deplete your energy when you run into 'em and go crashing to the floor below.



Choosing what to do. Go for training first – it pays dividends in the long run.

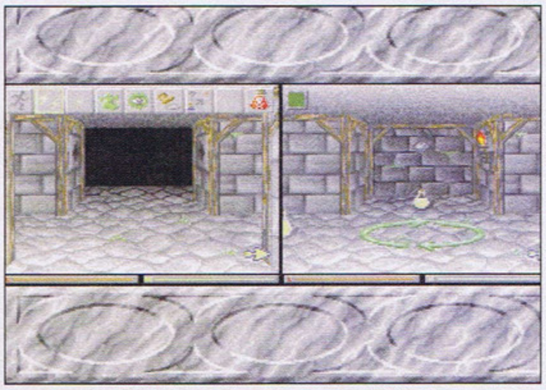
One step ahead

There are several skill levels to choose from when you're playing against the computer, but one thing you'll notice immediately is just how adept your computer opponents are at choosing the right spell for the right situation. While you're fumbling around trying to get the levitation spell so you can jump over a hole in the ground, the computer has got over it, found the stairs to the next level and prepared a fireball spell. Harumph. And it doesn't take long to work out that the best way to defeat the computer opponents is to hole up somewhere while the other three run around like headless chickens hurting each other. If you're lucky you might not even have to cast a spell in anger to win the bout, but usually you do, so it's best to wait until the others are pretty beaten up before venturing out from your hiding place and getting stuck in. This tactic doesn't work in every instance, but it happens a little too often for comfort.

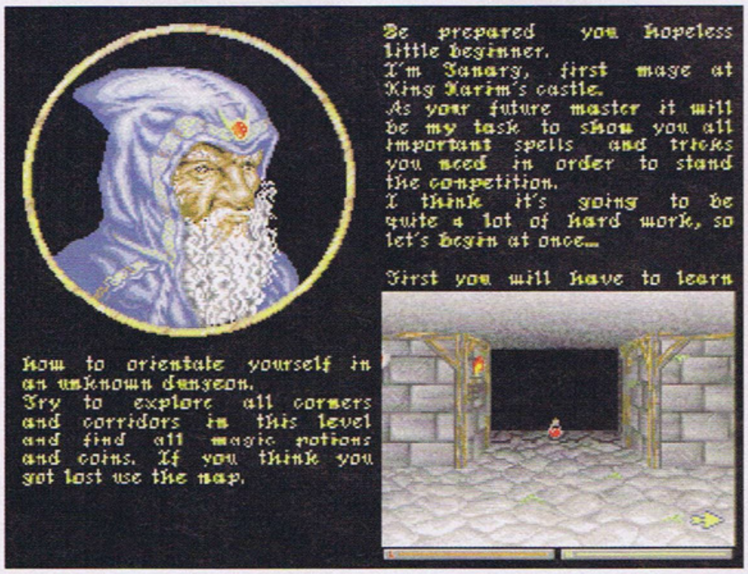


In two-player mode. The blue symbols on the floor indicate that there's no spell chucking here.

Things are different when you've got some mates crowded over the keyboard however (everyone uses keys, so things can get cramped) and this is when *Kargon* is at its most enjoyable. Even then it's not that exciting. The look of the game does little to enhance its overall feel because it looks really dated and unimaginative. Even the main characters could have been drawn a whole lot better. After a few bouts you'll no doubt be wondering what else the game has to offer, but prepare to be disappointed – there isn't much else to amuse you.



To get to the spell potion means crossing the whirlpool tile. Tricky.



And this is the training section. Ignore the old duffer and just pay attention to the task objectives. The training's a lot more useful than you might think, so time spent here is not wasted.

Kargon is not a dreadful game, it merely lacks a spark of excitement. The control method is not the easiest to get to grips with (hold down the fire button, press left or right to call up the spell menu, press left or right again – still holding fire – to select your spell, let go of the fire button to create the spell, and then hit the fire button when you want to cast it) and the whole game looks and feels a little awkward.

Kargon just doesn't manage to get the adrenaline pumping – it's a simple chase-em-up with a couple of bells and whistles tacked on the end, that don't add a significant amount to the game-playing experience. Not one to get yourself too worked up about.

PUBLISHER: Epic Marketing 0500 131486
PRICE: £14.95
VERSIONS: A1200
REQUIREMENTS: 1Mb
RELEASE DATE: Out now

GRAPHICS: ●●○○○
Clunky and amateurish, but functional at least.

SOUND: ●●○○○
Almost as clunky and amateurish as the graphics.

ADDICTION: ●●○○○
Wears pretty thin pretty quick.

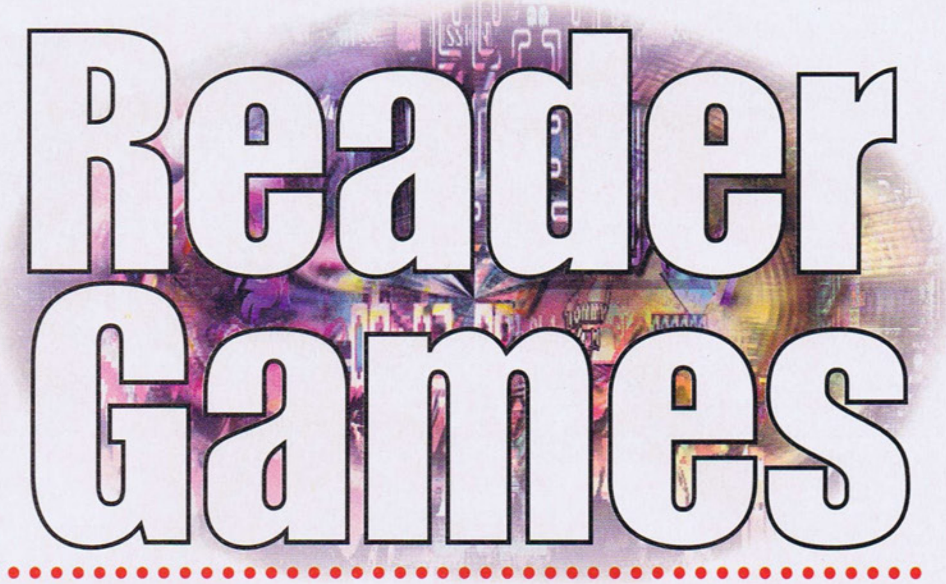
PLAYABILITY: ●●○○○
Cramped and awkward controls don't help to raise the temperature.

OVERALL VERDICT:
Not that bad, but Kargon's just a little too simplistic and samey to get fired up about – even in multi-player mode.

64%

Some are created with the Amiga equivalent of factory works' teams. Some with the love and attention of a devoted hobbyist and some, frankly, out of egg boxes and sticky-back plastic. Andy Smith checks out the...

Reader Games





Here's where *Amiga Format* taps into the rich vein of home-grown software. The games featured on these pages are created by people that care passionately about their games. They might not be very good at expressing that passion sometimes which is why we don't rate the games, just offer advice on how they can be improved. But sometimes that does mean telling the author to "give up".

If you've always had a game idea in your head then now's the time to get it down on floppy and send it in. Every month we give away £50 (special £100, one-off, prize this month to celebrate our 100th issue) to the month's best game and, in addition, send the game off to Epic Marketing (plus any other games that are particularly good) who take a good look at them, with a view to future publication. Not bad eh?

We all want the Amiga to get back into fighting shape and that's where you lot can help. Start getting those great games in and before you know it you'll have people hammering on your door for a copy of your latest blockbuster. Well, maybe. Seriously though, we know your efforts are very important to you and therefore to us. Now let's have a look at what jiffy bag wonders arrived for us this month...

GAME: ZeroGravity AUTHOR: Matthijs Hollemans LANGUAGE: Assembler



With just 30 seconds and three lives to complete the race, you're going to be pushed right from the start...

It's games like ZeroGravity that make the Reader Games section such fun to do. The game arrived with little more than a covering letter telling me the author's name and what language it was written in. What an example of understatement because ZeroGravity is something special.





In action, flying through the tunnels at breakneck speed.

It's terribly easy, you simply have to guide a spaceship through a series of tunnels, moving up, down, left or right to avoid the brick walls that come flying towards you at an alarming rate.

You can try and control that alarming rate by not going so fast, but then you're unlikely to reach the end in time. It's fast, furious and more than worth this month's special prize of £100 (it's our 100th issue if you hadn't noticed!). A little more generosity on the time limit would have made the game even more fun because, as it stands, you're left simply trying to learn the short routes and dodge the walls at the right times, instead of having to employ some skill and good reactions to avoid them.

VERDICT:

A fast, smooth and frantic game. Looks as good as it plays and well worth our special prize. More time for the novice player though eh, Matthijs? Cheers.

GAME: Marietto AUTHOR: Luca Carminati LANGUAGE: Assembler

Luca's first Reader Game appeared last month, a simple skiing game, that wasn't bad, but a bit dull. His second game's equally simple but less dull. You're a little chap (very Mario-esque, hence the name) who runs around the bottom of the screen throwing bricks up into the air in order to hit some furry, tribble-like balls. Each tribble hit earns points but if a tribble hits your little man, you die. To complicate things, knives are thrown at your chap every so often which he has to kick away and there's a bomb floating around the screen – hit it with a brick and you die too.





Your Marioalike chucks bricks (above) and prepares to kick away a deadly knife (right).

In your favour though are the power-ups. These are collected every time you hit three of the tribbles, but be warned though, because hitting them is very tough. Too tough really. Surviving for anything longer than five minutes is a real achievement! Good fun, but just far too difficult to start with.

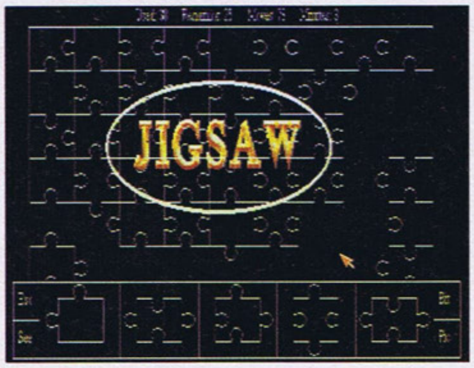
VERDICT:

Nicely executed but way too tough to start with. A less severe difficulty curve would have made the game slightly easier and so much more enjoyable.

GAME: Jigsaw AUTHOR: A. Daniel LANGUAGE: Unknown

Not so much a game as a utility. You load an IFF format picture into a grid, the "game" then shuffles the picture about and you have to re-make it in as few moves as possible. Like a jigsaw really.

This is a really nice idea but though Jigsaw is very polished, it's terribly confusing to start with. You have to fiddle around with loading this and selecting that before you've got your picture ready to be put back together. It's not so bad once you've gone through the whole process a couple of times but a bit more user-friendliness in the design would have been appreciated.




Put the jumbled up pieces in the right place and hey presto! A picture!

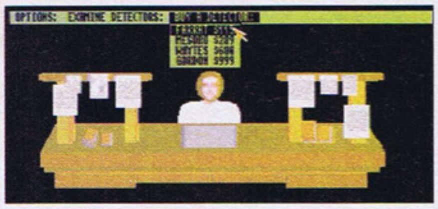
VERDICT:

A great little utility that you can use over and over again. Clearer instructions for loading the picture would enhance the whole experience but apart from that niggle – very nice.

GAME: Treasure Hunt AUTHOR: Robert Benjamin LANGUAGE: Unknown.



American Robert keeps sending games into Reader Games and he's yet to disappoint on the gameplay front – he's not much cop with DPaint though! This little gem sees you swishing a yellow metal detector head around a green field in an attempt to find buried treasure at various sites around the states of America. The further away the site from your hometown in Pennsylvania, the more it costs to go there. The idea's obviously to find more than you spend and work your way up from the basic bog-standard metal detector to the flash top of the range model.


When you've accumulated enough money you can buy better detectors. A Gordon looks like the most sought after.



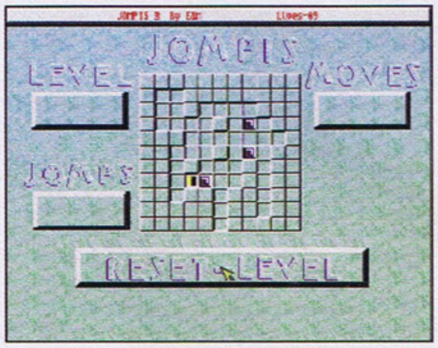
I wonder what you're doing here then? This is about as exciting as the graphics get I'm afraid. Honest.

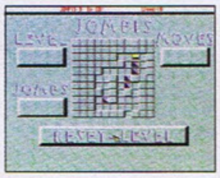
It's very basic but again, Robert has managed to make it fun. The difficulty curve is just right as it takes ages to get going and build up your funds. Making the actual detecting part more interesting would have been good though because it really is a bit too basic to keep you hunting.

VERDICT:

Good fun but just a little too simplistic to hold your attention for any appreciable amount of time. Still, a lot more fun than you'd think and more than just a little addictive. Anyone wanna buy a Washington Quarter? Thought not…

GAME: Jompis AUTHOR: Ermanno Manzoni LANGUAGE: Amos




You're the little yellow thing pushing the blue things around.

A variation on a theme here with this simple pushing blocks game. The idea is simple – each level of the game simply requires you to move a set number of blocks around a pre-defined arena. Your ultimate aim is to push them out of the arena through the designated exit at the bottom. And if you think it sounds easy then you'd be very wrong. This is a real thinking game.

You aren't allowed to pull the blocks at all, so once you've pushed a block into a position where you can no longer push it, you're stuffed and have to re-start.

The only thing to be thankful of in Jompis is the fact that there isn't a time limit. This means that you can sit down and work out what you're supposed to be doing instead of just launching in and hoping you don't mess up.

But don't think that means that the game has no unexpected surprises – you may think you have your strategy sussed, but double check your plan of action thoroughly for any flaws.

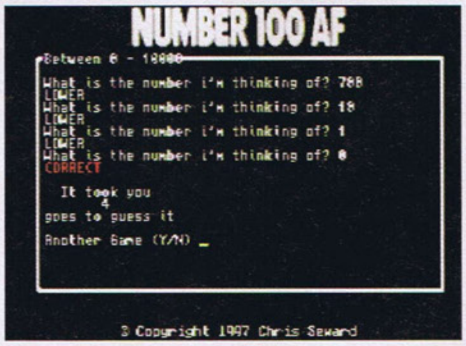
VERDICT:

A fine thinking puzzle game. There's not much by way of action and excitement, but it keeps you playing and playing. Good, simple stuff.

GAME: Number 100 AF AUTHOR: Chris Seward LANGUAGE: Tee hee

What a fitting game for our 100th issue! Number 100, the Amiga Format edition! Regular Reader Games readers will know how much I love this sort of game. Regular readers will also know that I appreciate it when a programmer sends in a game, takes the slagging off it gets on the chin and comes up for more. Just such a chap is Chris Seward. Back in AF 96 Chris's Number 100 got a bit of a kicking because all it was was a simple number guessing game. The computer thinks of a number and you try to guess it in as few turns as possible with "higher," "lower" clues. That's it.





Look! Put a border round the questions and you've got a whole new game!

So what's Chris done to improve the game then? Apparently he's taken all of our comments on board and completely re-written the game and come up with, erm, the same thing. Oh, except there's a little bit of music now and a white border around the edge of the screen. It's still a complete waste of time that is actually maddeningly playable. Grrrrr!

VERDICT:

A better-looking version of a game that is a complete waste of time. Now when you get a friend to play this at home (using a pen and paper), make them draw a border around their guesses and turn the radio on. Chris, in the nicest possible way, give it up mate.

ISLONA

WORK, REST AND PLAY, PLAY, PLAY



Fasten your seat belts and be prepared for an experience like you've never seen before on your Amiga. Flyin' High is here and it takes you to a new dimension of 3D-Racing Games. Step on the gas and race over fully textured and absolutely crazy tracks, on asphalt, mud, field paths and slippery ice.

On a 68030 Amiga the games great fun.
Playing with 4 players on a 68060 is really impressive.

A special Track Construction Kit will be released in the future!

System-requirements: Amiga, MC68020, AGA-Chipset, 4MB Fastram, Harddisk.
Fun starts at MC68030 running with 30MHz. 4player adaptor supported.





Amiga CD : £29.99 Amiga Disk : £29.99

"Sixth sense investigations" is a new graphics adventure for the Amiga, based on the classic LucasArts style games. The base storyboard tells of a crazy young guy who has the ability to communicate with the spirit of a sarcastic man. A friend, who thinks of himself as a detective, profits from the psychic abilities of his friend - the crazy psychic guy, by using his skills to solve the most bizarre problems of the rich. *Naturally*, only if well paid.

The lack of control that the detective has over the crazy psychic guy, and the fact that the psychic guy has little control over the spirit, generates many crazy, funny situations which doesn't help them to make much money.

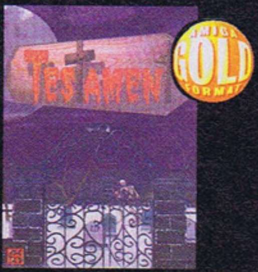




Super-smooth AGA 256 colour cartoon graphics, full charactor voice-overs,
3 Worlds with 32 locations, Intro film sequences.
Requires A1200/A4000 etc 2MB ram, CD-ROM drive.

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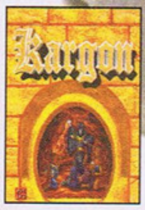
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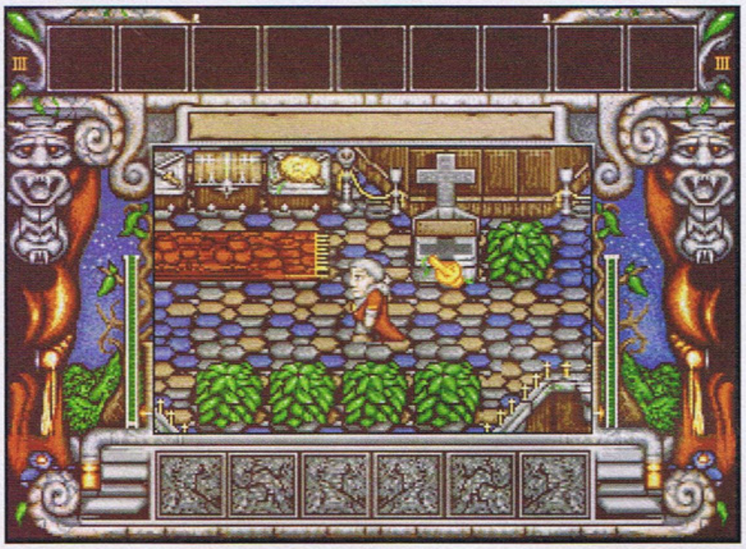
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GameBusters

Solutions R Us. This is the place to come when you're stuck in a game and if one particular game is giving you nightmares then put pen to paper and ask us for help. And if you've solved a game yourself, then tell us how you did it. Now then, time for Andy Smith to introduce this month's goodies…

Valhalla and the Fortress of Eve



We had this brilliant tape we nicked from Amiga Power once, it was an OctaMED tune with samples of this chap going "It's a skull" and "I'm scared" and other quips from an earlier Valhalla game! Amazing.



If you're going to have a shrine, you might as well make it controversial eh? At least we won…



Eve's skeletons start falling out of the family closet. No wonder she turned out like she did…



Aunty Maud looking as good today as she ever did. Now if she'd just get out of your way…

Right, so after last month's solution to the first two stages you should all be stood ready for the start of the third level. You've taken the key from the George Orwell monument and inserted it into the fourth gargoyle…

Level Three

Pick up the book about Eve's terrible ancestors and read the book about the Great War of Evesland. Take the bath sponge, the flower with three blue petals and the one with seven yellow petals and the book about Eve's immediate family. Put the flower with blue petals on the stone of Kesland and put the flower with yellow petals on the stone of Weyland and then take the axe.

▼ Put the axe on the shrine to Lizzy Borden and take the note which you can read – it has the nursery rhyme 'Ring o ring o roses' on it. Put the note on the altar next to Aunt Maud. Take the tablet which has the ending of the proverb '…run deep' on it. Take the door key and put the door key on the cutting machine and then find the correct door. Take the kiss me quick cookie, the proverb end '…gathers no moss' and stand in front of the Blarney stone.

▼ Eat the kiss me quick cookie and take the shamrock. Give the shamrock to the witch that knew St. Patrick and she'll give you a wax doll. Put the wax doll on the altar beside the terrible ancestor Mordred. Look at Queen Eve and she says "Bring me something old". Take the proverb end '…saves nine'. Take the silver plate and the potion of stealth. Drink the potion and take the butterfly.

▼ Put the butterfly on the bug collection. Take the Czar's crown and put it on the shrine to Ivan the Terrible. Take the chest key and open the relevant chest to find the new penny. Put this on the flame of antiquity and take the old penny. Give the old penny to Queen Eve and she'll give you a door key and say

> **"Give the shamrock to the witch that knew St. Patrick and she'll give you a wax doll."**

"Bring me something new". Open the relevant door and take the silver plate, the proverb end '…spoil the broth', the valentine's card and the bar of soap. Put the valentine's card on the flame of Cupid and take the Gone with the Wind book. Give it to the witch who likes romance and take the map of Whitechapel. Put

continued overleaf ➡

Helping Hands

Premier Manager 3



Bristol Rovers' old home ground. Sigh.

Please could you give me some help with Premier Manager 3? I know the cheat to make all the players fitter but is there anything else?

Shane Humston
Newry Co. Down

Certainly is Shane. Try dialling 343343 (as you did to get your player's fitter) and you'll have loads more money.



C'mon lads, a bit of humpty-dumpty up the middle.

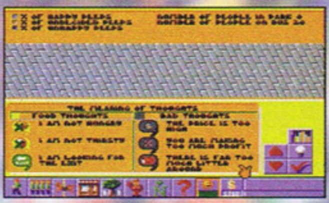
Theme Park



One of Bullfrog's best, and still going strong.

I'm having trouble with Theme Park and was wondering if you had any cheats for it? I've heard something about typing in Michael as your name but that doesn't seem to do anything. Am I going wrong somewhere?

James Blackwell
Cheltenham



A not very interesting picture of a good game. Hmm.

Michael's a new one on us so try these instead. Enter "FLIGHT SIM" for the name of the park and you will start the game with 200K, instead of the usual 130K.

Enter "DEMO" for the name of the park and you'll have a ready made one!

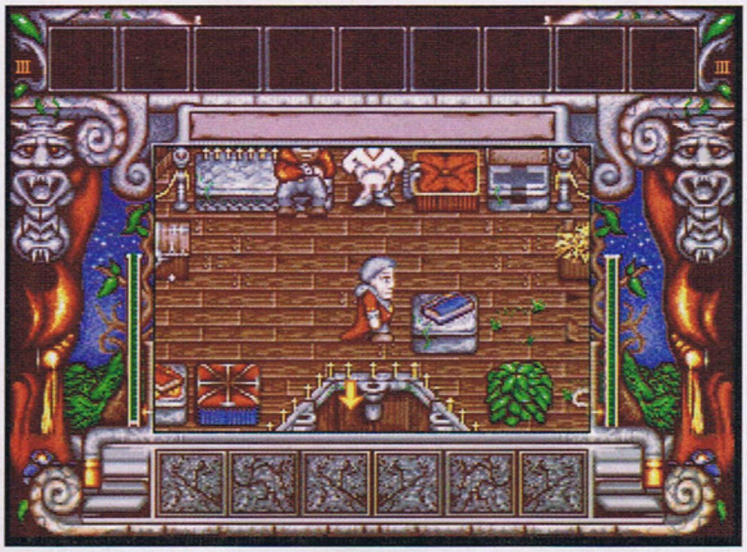
⬅ the map on the shrine to Jack the Ripper and take the song cookie.

▼ Stand next to the gramophone and take the song cookie, the chest by the gramophone will open, so take the rubber duck. Put the duck, the sponge and the bar of soap in Eve's bath and take the book you can't read – 'Mein Kampf'. Put the book on Hitler's shrine and take the picture of the old person. Put the picture in the fountain of youth and take the picture of the baby. Give the baby picture to Eve and she'll give you a pair of pyjamas and tell you to 'Bring me something borrowed'. Put the pyjamas on Grandfather's bed and take the vanity cookie.

▼ Eat the vanity cookie whilst stood in front of the mirror. The locked chest beside the mirror opens so take the key. Find and open the correct door and take the cocktail glass, the third silver plate, the chest key and the head. Give the head to the witch who says she's a phrenologist and she'll give you a pumpkin. Put the pumpkin on the flame of Halloween and take the the snake (asp). Put the asp on Cleopatra's Flame and take the miniature sphinx.

▼ Put the sphinx on the Egyptian tomb and take the clock. Give the clock to Eve and she now says 'Bring me something blue' and gives you some dough. Open the relevant chest with the key and take the anti-heat potion. Drink the anti-heat potion so the king will go near the oven. Put the dough on the oven. Take the Pudding Lane street sign and give it to Aunt Mavis. Take the last silver plate and fill up the cocktail glass with Galliano, orange juice and vodka. You end up with a Harvey Wallbanger. Put all four silver places in place and a secret passage appears. Take the piece of paper with 'Er no' on it. Take Great Uncle Adonis' autobiography. Give the Harvey Wallbanger to the witch and take the symbol. Put the autobiography on the bed covered with roses and take the pillow. Put the pillow on the shrine to Burke and Hare and take the chemistry set.

▼ Put the chemistry set on Grandma's bed, and take the gambling potion. Drink the potion



Grab the book and read all about the background to the game at the start of the last level. Just don't go talking to the wrong people or you'll end up getting very hurt. You will. Believe us.

and operate the lever next to the roulette wheel – when the wheel spins the chest opens so you can take the second symbol. Put the two symbols in place and the chest should open so you can take the noose. Put take the slipper which you should then give to Cinderella who says "I love you" and gives you a fairy. Put the fairy on the Xmas tree and the chest opens. Take the knitting and put it on Great-aunt Violet's bed and

> **"Take the last silver plate and fill up the cocktail glass with Galliano, orange juice and vodka."**

this on the shrine to Ruth Ellis and take the happy spider. Put the spider on the flame of sorrow and take the resulting sad spider and give it to Eve. You'll be given a note that you can read about killing babies in Bethlehem. Now Eve will ask if "You want to marry Esmerelda?", look at the 'Er, no' piece of paper and Eve then says "Well, who then?". Put the note on King Herod's shrine and take the seaweed. Put the seaweed on the flame of oceans and take the toy boat. Put the boat in Percival's bath and take the piece of driftwood with Titanic engraved on it.

▼ Put the driftwood on the altar by Percival. Take the bar of chocolate and put it on Esmerelda's bed. Now take the saucer of cream. Put the cream on the cat's cushion and take the helmet and put it on the suit of armour. The chest opens so you can take the chest key. Find and open the chest and take the mother's day card. Put this on the altar next to Augustus. Take the lacy night gown and put it on Eve's bed. Now take the box with something inside it. Put the box on the x-ray machine and take the note that you can read (it lists a selection of lies). Put the lies on the lie detector and take the picture of Cinderella.

▼ Give the picture to Eve and she'll give you a wedding ring. Eve now says "Oh well, if you must" so give the wedding ring to Cinderella and it's exchanged for a marriage certificate. Cinderella now changes into her ugly self and when you look at her the King says "It's Esmerelda, my wife". Give the registrar the marriage certificate and it's exchanged for a note which says "The only way to be rid of the unwanted marriage is to murder the mother of the bride. The first step is to burn this note". Put it on the furnace, take the dice and put them on the board game. The chest beside it opens. Take the very heavy ball.

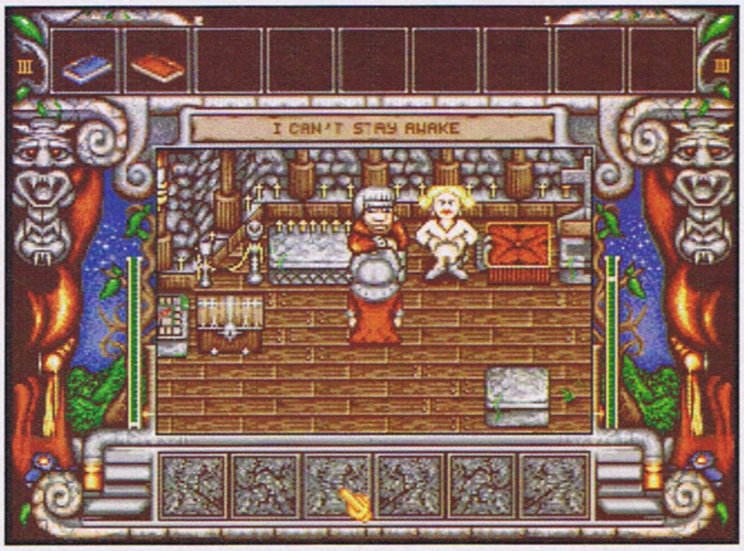
▼ Put the ball on the altar beneath the crane and operate the crane so it smashes the glass nearby. Take the light of Valhalla that was hidden inside. Put the light on the tub of poison and you're left with a poisoned light. Insert this into Eve



Now then, now then. What do we have here? The eye icon will reveal all…



More of that background, scene-setting type milarky, I'll be bound. Nasty piece of work that Eve.



And yet this chap always manages to be awake whenever you want to talk to him. Of course, he's just letting you know that he needs something to liven him up a bit.

and she screams and disappears allowing you access to terrible ancestor Henry. Who you thought was Esmerelda now deflates and in the place where she was is a note informing the King how much Esmerelda hates him. Put the note on Henry's altar and he'll disappear, allowing you access to level four…

LEVEL FOUR

Read the books and take the tarnished object and the big boot. Put the tarnished object in acid and take the sparkly jewels. Put the big boot on the shrinking stone and you're left with a tiny boot. Put this on the Monopoly board and a chest opens allowing you to take the coffee beans. Put the sparkly jewels on the altar beside Sir David. Take the lump of metal, violin and note about the cursed princess. Put the coffee beans in the grinding machine and take the coffee powder. Put the lump of metal in the alchemist's bowl and take the gold.

▼ Put the violin on the shrine to Sherlock Holmes and take the chest key. Put the coffee powder in the percolator and take the cup of Joe (that's coffee that is). Give this to the guard and take a dirty frying pan. Open the chest and take the Doctor's bag and put it on the altar beside the ghost of Sir Francis. Take the carrot, ice and violet. Put the carrot on the rabbit hutch, take the white rabbit and put it on the shrine to Alice in Wonderland. Now take the frankincense. Put the ice on the opposite stone to the one engraved with 'fire' and take the playing cards. Put the cards on the the altar beside the ghost of Lady Valentine and take the flower (the flowers are the same as the lady's names – when you give the right flower to the right lady you get a gem) and the myrrh. Put the frying pan in the washing up bowl.

Then take the resulting clean frying pan and put it on the stove.

▼ Put the gold, frankincense and myrrh in the manger and take the chest key. Open the chest, take the raw sausages and put them on the frying pan. Take the now-cooked sausages and give them to the guard who says he's hungry. He'll give you a rattle so put it on the cradle and take the teddy bear. Put this on the shrine to Christopher Robin and take the blank sheet of paper. Put the sheet of paper in the typewriter. Take the note with instructions for one of the guards. Put this on the fax machine and it disappears – it actually re-appears on the fax machine you don't have access to. The guard also disappears, replaced by a telescope. Put the telescope on the altar by the ghost of Lady Mavis and take the

"Put the telescope on the altar by the ghost of Lady Mavis and take the blunt razor and put it on the sharpening stone."

blunt razor and put it on the sharpening stone. Take the sharp razor and put it on the barber's chair.

▼ Take the comb and give it to the guard who's hair's a mess and take the tortoise. Put the tortoise on the 'fast' altar and take the paintbrush – give this to the ghost of Sir Bradley. Take the chest key, open the relevant chest and take the bullet. Put the bullet in the liquid silver to make and then give it to the guard who says he's a werewolf. Take the moon dust.

▼ Put the moon dust on the stone opposite to the one with 'Sun' marked on it and take the piece of paper that says 'Go for lunch'. Stand by the telephone and say 'Go for lunch'. The guard disappears and you can take the cross. Give it to the ghost of Lady Mary and take the grey sock and the infinity symbol. Put the symbol on Infinity's tomb. Now you've released the spirit of infinity. Take the lit match and put the sock in the bleach and take the white sock. Put this on the stone opposite the one marked 'Black'.

▼ Take the letter you can't read and give it to the guard who says he's a graphologist. Take the rags and put them on the stone opposite the one marked 'Rich'. Take the coins and put them on the shrine to Scrooge. Take the thimble and put it on the sewing box. Take the pin and burst the balloon. Give the medal revealed to the brave guard. Take the sword.

▼ Put the sword on Don Quixote's shrine and take the sand. Put all six gems in place on their altars beside the locked chest and when it opens take the piece of paper that says 'Will you marry me?'. When you're bored of asking all the girls if they want to marry you put the sand on the stone opposite the one marked 'Wet' and take the dynamite.

▼ Put the dynamite in the hole in the boulder and light it with the lit match. When the boulder explodes you can take the piece of paper with 'Kiss' on it (you can kiss all the girls if you feel like it). Finally, face the frog and kiss it. The frog turns into Princess Lisa who you should ask to marry you. Obviously she says yes. That's the end of the game folks. AF

continued overleaf ➡



Did you know the original Monopoly pieces came from the creator's wife's charm bracelet? True.



Once you've read through this you'll know exactly what you're supposed to be doing with this thing.

Helping Hands

Lure of the Temptress

I have recently bought Lure of the Temptress but keep getting killed by the Skorl when I enter a certain house. Any clues?

Joanna Hicks
London

When you've been given the flask from Mellie, drink it and then go and see the Blacksmith. Give the flask to Luthern and he'll empty it for you. Now go to the market place and give the lockpick to Ratpouch and SAVE THE GAME. It's always uncertain what will happen next but if things are going well, this should happen. Look at the door and you'll see a lock, tell Ratpouch to use the lockpick on it and you're in Taidgh's house. Look at apparatus, use the oil burner with the tinderbox and the flask on the tap (on the far right). Go to middle street and drink the flask, enter the door and talk to Skorls and you'll set the girl free!

Mortal Kombat



Nice trunks. That's all we've got to say about him.

Could you please give me some tips for Mortal Kombat (the first one)?

David
Folkestone

Certainly David. On the screen where you select to start the game, or go to options, type CATWOLD and the new selection (cheatmode) will appear. Enter the cheat menu and type RJC and a statistics screen will appear. Press the spacebar to return to the selection screen.

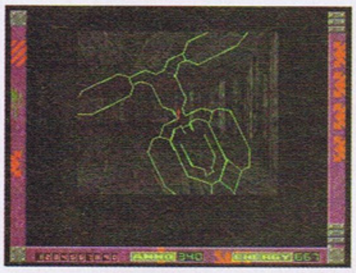


Take that! Cheat your way to success in MK.

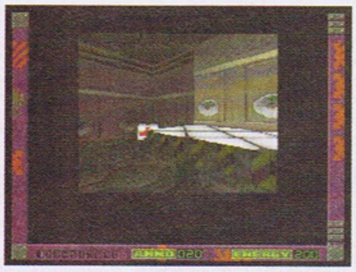
LEND A HAND

If you're having trouble with a particular game or have a solution to a question in the magazine, don't keep it to yourself, write it down or send it in on a disk and we'll do our best to print it.
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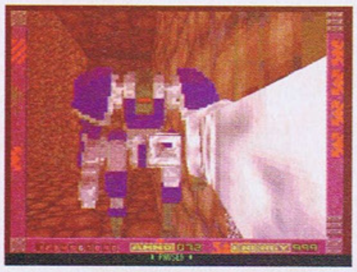
Alien Breed 3D II



The infamous 'womb and tubes' level. Inspiration can come from anywhere in gameland!



The medi kit waited until the unsuspecting Norris's back was turned, and then pounced.



A Blue Robot about to be reduced to so much scrap metal, thanks to a big gun in your hand.



These things come to your door on halloween dressed as small children.

Last month we printed a few handy tips culled from Jason Davie's website at http://www.thenet.co.uk/-obiwan/breed/tkg.html and that's where these level specific tips have come from too. Cheers Jason and please accept my apologies for not mentioning your site the first time round...

Level C

Start by running clockwise around the central block, then enter the central room. You should have stirred up the Tall Blue Insects who'll follow you. Jump up onto the high platform and duck down staying right at the back. The Blue Insects can't follow



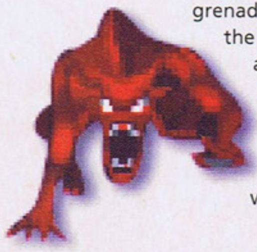
Nasty, big preying mantis type monster. Yesterday. With you trying to hide.

you so they congregate at the bottom. Inch forward along the platform until you can just get them in your sights and then let loose with the blaster (there's no need to use anything more powerful).

This is a good place to make a stand. Another ideal spot is the short bridge, over the stairs, in the narrow corridors at the top end of the map. Jump on the bridge from the topmost stair – don't open the door that leads to this bridge otherwise you run the risk of being overrun.

Use all available cover to sneak right up to your enemies, this can be used to great effect against the Red Floaters. There are two of these who can be approached whilst still in cover behind a corner. Then just hit and run or, for an easier life, jump out, dump a mine and run away.

The priest is a bit of a tough cookie until you've sussed out the grenade launcher. But you can kill the Priest alien without getting a scratch. Just before he fires you can hear him charging up for his next blast – use this time to side-step to your right out of harm's way. Wait for it to make its clockwise circle of the room and just after it passes the entrance its back will be turned. Fire the grenade now and get back into cover. From here you can finish him off with the shotgun or more grenades, but stay near to the corner for protection.



Level D

This is a very tricky level – make sure you complete the previous level in good nick because this one can be really painful. Whatever you do, don't drop down into the large room until it is absolutely necessary – stay in the corridor. You have to defeat two waves of Breed: small Blue Robots and the Tall Blue Insects. They have ample cover but you can lure them to the front. Dodge what fire you can and then fall back, with any luck several will have congregated at the front – a well-placed grenade should do the trick and they work best with the Insects. Take the rest of them out with your shotgun.

Now the fun really starts. A Red Insect will appear from a secret door and he can be dealt with in two ways: either shoot with the assault rifle as he passes in front of the tunnel (this takes several shots and is quite dangerous) or wait for the first opportunity to jump into the room. Then dash to the left to the side chamber and you'll find the missile launcher – use it quickly!

Level E

This level is loads more fun! Take out the two Blue Robots and the Red Devil. As soon as you enter onto the platform, two large Red Robots will appear from the chamber behind you. Either place a mine or stand at the top of the stairwell and use your missile launcher on the entrance. Now it's time to make your stand and stage your next attack across the pit.

Leap across onto the far platform and wait for the enemy to show up. If you start to get overwhelmed you can just drop off over the platform edge to safety. In front of the platform is a secret chamber with the entrance on the far side. If all the Blue Robots have been dealt with, passing in front of this secret entrance will release the door mechanism and inside are another couple of Blues as well as a medi pack and some grenades.

Now call up the automap and starting at the left corridor, run full pelt in a clockwise direction through the level back to the platform. You've got to be quick because you're going to attract a lot of Breed! When you're back at the platform, just pick 'em off!

To tackle the central chamber you're going to need to be quick on the side-step keys. There are two doors and two windows into here so use them to your advantage. The windows allow you to watch the Breed from relative safety and they're big enough to allow you to lob grenades in. The doors only stay open for a short while – allowing you to fire in and then side-step.

When you encounter the Priests there's a secret hideout next to the knifeswitch. You can jump out of here, fire a missile at the Priests and return to cover.

"You've got to be quick because you're going to attract a lot of Breed! When you're back at the platform, just pick 'em off!"



Imagine having a nest of these in your attic? Moving house would be the only option!

Level F

If you walk along the promenade, past the teleportation chamber, you'll come to what appears to be a dead end. But if you examine the automap you'll see that the promenade should actually carry on. Strap on the jet pack to scale the wall to the top of the elevated walkway and then just a little further on you'll find plenty of helpful goodies.

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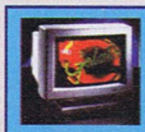
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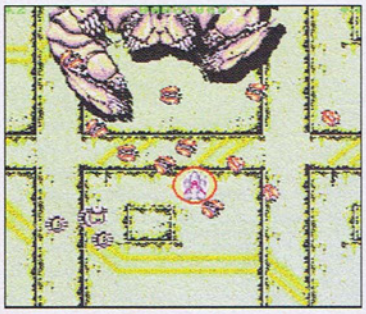
By ....*Dirk Stoecker*
Ware ....*Freeware*
PD Library ....*OnLine PD*
No of disks ....*One*
Price.....................*75p + 75p p&p*

The Amiga has a long history as an excellent machine for gameplayers. No doubt a fair few Amiga owners made their purchase with this in the forefront of their mind, only discovering the Amiga's true potential later on.

Even though brand new commercial games are pretty thin on the ground these days, the huge library of products already available should mean that the average gamer won't run out of ways to occupy his or her joystick hand. Even veteran gameplayers need a little help once in a while, hence all the cheats disks in the public domain.

This particular one contains various type-in codes and level passwords for a huge number of releases, both ancient and recent. The list of games with cheats is split into four parts, ranging in size from around 100K to just over 300K, so as to speed the loading time from floppy disk. However, the guides have been power packed, so a copy of *PPguide* is required if you don't want to wait around while the powerpacker patcher (supplied on the disk) decrunches the files for viewing in *MultiView*. Annoyingly, the menu on the first AmigaGuide document won't work unless you unpack the files first. Loading the parts by hand is not a difficult task, but it seems strange to include a means of linking the documents without making sure that it functions properly.

Quibbles about the basic interface aside, there are certainly enough games covered by this guide to make the disk something of an essential for frustrated gamers. The fact that so many older games are included as well as the more up-to-date titles means those experiencing difficulties with obscure or long-forgotten games, could find that this disk is the answer to their prayers.



MEGA TYPHOON: That's you following what looks like a huge insects rear end.

MEGA TYPHOON

By ....*Bernhard Braun*
Ware..................................*Demo*
PD Library ....*PD Power*
No of disks ....*One*
Price.....................*50p + 75p p&p*

Mega Typhoon is described by its author as "the fastest arcade action game ever made for the Amiga computer." Certainly, there can be few slicker scrolling shoot-em-ups. There is no storyline, and you don't have to be a brain surgeon to play it, as long as you have good reactions and a strong trigger finger. The objective is simply to destroy anything that gets in your way.

Not since *Xenon 2* has there been such a playable and beautifully presented arcade blaster. There are a wealth of satisfying power-ups at your disposal as you try to single-handedly mow your way through an entire alien fleet. The graphics are colourful and detailed, and despite the incredible number of sprites zipping around the screen, the scrolling is never short of excellent.

Unfortunately, some of the menu screen graphics in our copy seemed to have been corrupted and there were some odd and slightly concerning sounds coming through the speakers from time to time. Hopefully any such problems will have been been ironed out of the full version, and the rather ugly mouse pointer will have been removed. Details of where to obtain the full version are given in the accompanying Readme file.



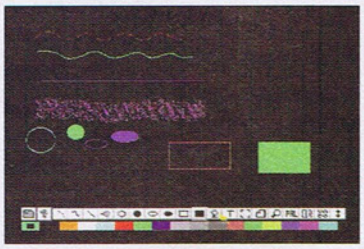
MEGA TYPHOON: You'll have to be quick for this one because there's plenty going on.

MY WORLD PAINT

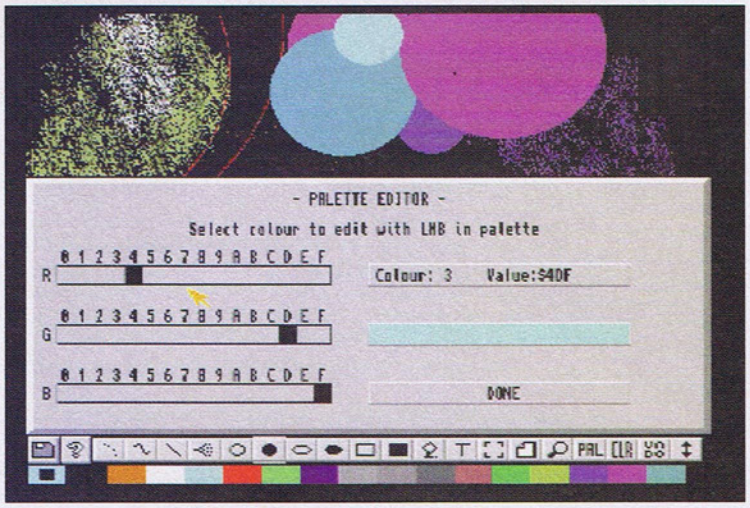
By ....*Phil Melvin*
Ware..................................*Demo*
PD Library ....*PD Power*
No of disks ....*One*
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Although it was originally conceived as a powerful games programming

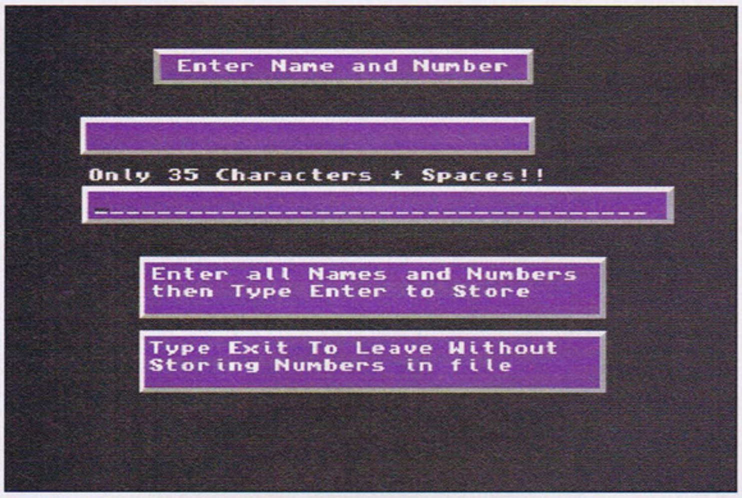
Continued overleaf ➡



MY WORLD PAINT: Just some of the effects and colours available on the toolbar.



MY WORLD PAINT: Hexadecimal isn't the easiest way of showing RGB values.



DIRECT-A-DISK: **Useful for keeping in touch but what a hideous interface!**



DIRECT-A-DISK: **A functional program let down by some serious flaws.**

language, *Amos BASIC* seems to be frequently used to produce paint packages these days. Some such paint programs are nothing short of appalling, while some target a specific audience, (such as young children) and are designed to appeal to that group alone. On the other hand, the vast majority reflect some accomplished but thoroughly unspectacular efforts.

My World Paint sadly falls into the latter category, and this is largely because the constrictions that Amos places on programmers have not been turned into strengths. For instance, users are restricted to Lo-Res (320x256) or Hi-Res (640x256) screens and a fairly pitiful 16 colours, as there's no support for enhanced screenmodes. There is a toolbar containing everything you would expect to find in a paint package, but nothing more. In short, although it's a well written piece of software that's hard to criticise, there is also nothing whatsoever about it that makes it stand out from the crowd of similar *Amos*-authored art programs.

Having the Help file as an Amos program is a nice idea in some ways, since it is actually accessible from within *MWPaint* itself – although it is irritating having to load a 59K executable if you want to read the documentation from Workbench. Surely an AmigaGuide document would have been a useful inclusion?

If you don't have *Personal Paint* or *DPaint* (and you probably do) or you feel that younger members of the family might not get to grips with a more "adult" program, then take a look at *MWPaint,* but don't expect to produce any masterpieces with it. To run *MWPaint* at least 2Mb of RAM is required, and registration costs £6.

DIRECT-A-DISK

By ....*Fieldview Software*
Ware ....*Freeware*
PD Library ....*PD Power*
No of disks ....*One*
Price.....................*50p + 75p p&p*

This is a moderately successful attempt to produce an on-disk telephone directory program. It has several useful functions but unfortunately is flawed in certain aspects of its design.

Firstly there is an international dialling code directory, where codes for various exotic locations around the world are listed. Annoyingly, there is no way of jumping quickly to the details of a specific country – you must click through the 15 alphabetically sorted screens first. Contact numbers are also supplied for UK airports, and some charge information is provided too.

There is a national dialling code directory, which can be searched either by entering the first few letters of a town, or a mysterious area code that might have appeared on a recent phone bill. This works, providing the details entered are specific enough – otherwise the program will report hundreds of matching entries. This means you have to wade through them all, because there's no way of escaping to the main menu, or even conducting another search, until all the results have been viewed. To exit you are instructed to type "EXIT," (and remember to type this in lower case letters or *Direct-a-Disk* will not recognise the command).

There is also a personal directory, for names and numbers of friends and relations. These can be recalled later by typing the first few letters of the name. But, because you cannot enter a number and have a name returned, *Direct-a-Disk* isn't as useful as it could be for checking through your telephone bills.

This is a nice idea, but with a horrifically hideous interface, a completely non-standard approach to user input, which varies from one section of the program to the next, and too many screenfuls of semi-legible Amos font text. If *Direct-a-Disk* was easier to use and nicer to look at, and a little less illogical at the same time, it could be a genuinely useful piece of software.

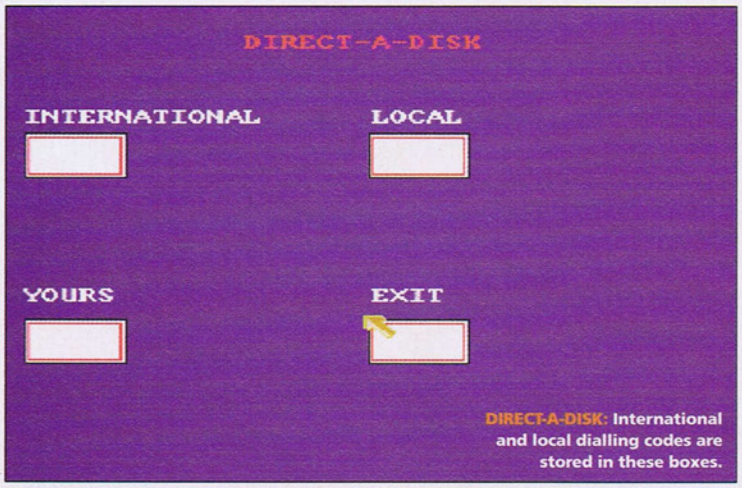
ONLINE UTILITY COMPILATION #4

By ....*Various*
Ware ....*Various*
PD Library ....*OnLine PD*
No of disks ....*One*
Price.....................*75p + 75p p&p*

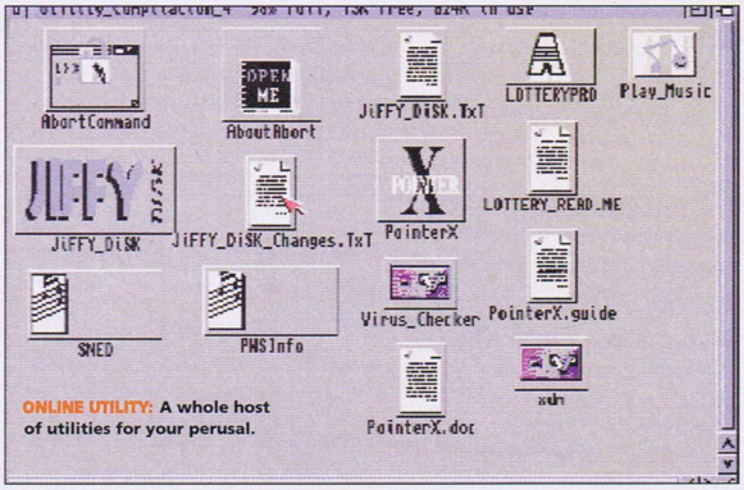
This is a curious little collection of utilities. Version 7.15 of John Veldthuis's famous *Virus Checker* is possibly the most useful program it contains, (if you don't already have some form of virus protection installed on your machine).

XDM may take you some time to get up and running. Make sure you make use of the icon-less AmigaGuide documentation as you won't get far without it. *XDM* turned out to mean eXtended *Disk Masher,* and although files compressed using the disk masher technique are rare these days, there must be some among you who'll be glad that a Graphical User Interface for this nasty CLI-based program exists.

PointerX is a system hack which is supposed to make the hands on the



DIRECT-A-DISK: **International and local dialling codes are stored in these boxes.**



ONLINE UTILITY: **A whole host of utilities for your perusal.**

PD selection of the month

DOGFIGHT 1.1



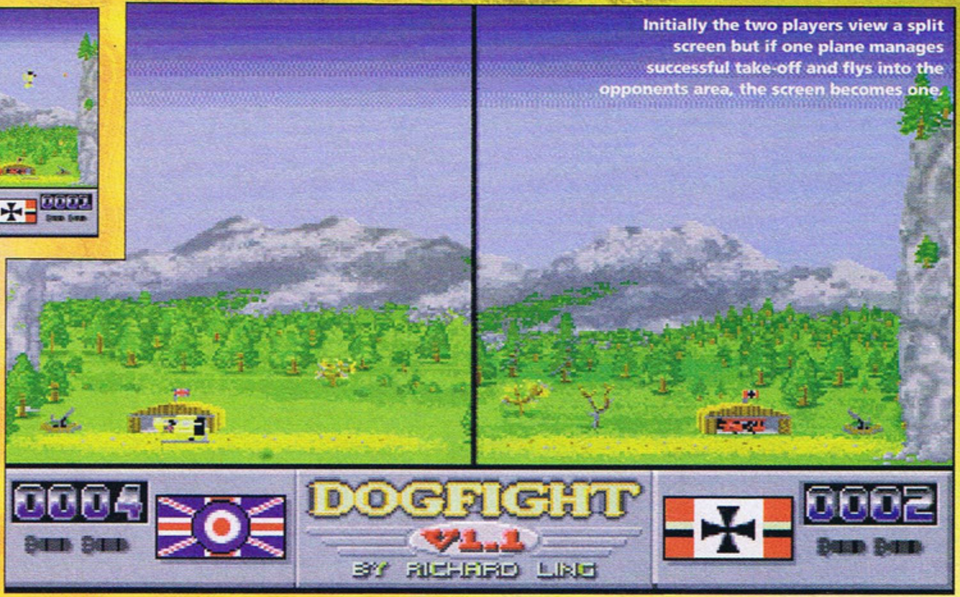
By ....*Richard Ling*
Ware ....*Postcard*
PD Library....*PD Power*
No of disks ....*One*
Price......*50p + 75p P&P*

Let's not beat about the bush: *Dogfight 1.1* is the sort of game that everyone should have on their hard drive. It's a two-player, aerial combat game which emphasises gameplay over graphics and sound (although that's not to say it isn't well presented and visually pleasing) and has the potential to keep you sat at your computer for literally hours on end.

The original *Dogfight* appeared way back in 1990, when the popularity of the Amiga was still growing at a phenomenal pace. That this update has taken seven years to appear is more down to the brilliance of the first release than any tardiness on behalf of the author.

One player takes the role of a British pilot, the other a German. Each must take off from his or her respective airfield and cross the channel to attack their opponent. The game employs a split-screen approach when the players are a fair distance apart, but cleverly switches to a full screen when the planes are close enough to do so. Another nice touch is that the British plane sound effects all come through the left speaker whilst the German ones come through the right.

Players can select an automatic throttle, in which case they simply have to pull up or down once in the air to control their planes. Alternatively it is possible to take control of the throttle yourself – but beware, pulling upwards without enough throttle causes a plane to stall and begin plummeting earthwards. It is possible to pull out of a nosedive, but it takes practice.



Initially the two players view a split screen but if one plane manages successful take-off and flys into the opponents area, the screen becomes one.

The planes are armed with an unlimited supply of bullets, for attempting to shoot down the opposition or the passing zeppelins, and two bombs each, used to take out submarines and gun emplacements. Bomb supplies are only replenished when a plane is shot down. Every time a player destroys his opponent, or his opponent crashes his plane, the appropriate kills counter ticks up a notch.

The game continues until one of the players gets so bored that he hits the Ctrl-C key combination. Alarmingly, this is an extremely rare event and so *Dogfight* sessions are best started when neither player has any important things to do for a few days...



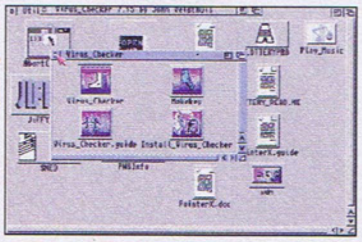
Your mission is simple. Just get your plane up in the air and try and stay there – oh yeah and drop bombs and stuff.

busy pointer clock face move, (didn't seem very effective on our A1200).

Jiffy Disk is a simple label design program which should help keep any disk box in order. Although it's not brimming over with features, it is efficient and effective and can even play you a tune while you work.

The rest of the disk is even more of a mixed bag. *Abort Command* is a little utility that kills off tasks which are endlessly looping, and will probably appeal mostly to programmers. *JustPlay* is a small command which can be assigned as the default tool for a music file, and when the music icon is double clicked *JustPlay* will play the module until an AppIcon is clicked. There is a sample name editor called *SNED*, and a Lottery number generator called *Predictor Pro*, although it seems too random for the word "predictor" to be used. Finally, *PWSInfo* is something of a joke program, which claims to be performing a set of system tests before announcing that your machine is an Amiga.

Although by no means an essential buy, *OnLine Utility Compilation #4* would probably benefit anyone with an older version of *Virus Checker*.



ONLINE UTILITY: It's worth getting this disk just for the newer version of *Virus Checker*.

DOUBLE BATTLE

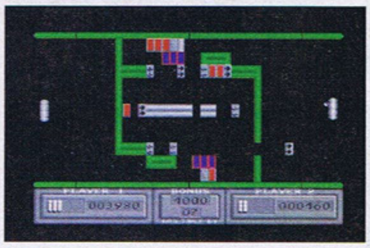
By ....*Ralf Buchtmann*
Ware ....*Shareware*
PD Library ....*North Staffs PD*
No of disks ....*One*
Price ....*50p + 75p p&p*

Double Battle is essentially *Breakout*, except that there are two participants (the computer can play if you don't have a friend handy) and when the ball breaks through the wall of bricks the other player must quickly snap into life and bat the ball back.

There are various options which can be played around with, in order to tailor the difficulty level to the ability of the players: for instance, it is possible to choose one of ten levels to start on. The game itself features all the usual *Breakout* bonus bricks, including ones which expand or reduce bat size, or speed up or slow down the ball, as well as a few which produce more unusual effects such as lasers and magnets. The graphics are certainly passable enough, but the music is the sort of tuneless fare guaranteed to drive a calm individual to insanity – unfortunately, it seems impossible to turn off.

Another downer is that one player can be left waiting for minutes on end for the ball to break through to their side of the wall, so the whole thing can get quite tedious, unless you enjoy watching other people play. Still, *Double Battle* does manage to inject some new ideas into a rather tired but all-too-frequently rehashed

Continued overleaf ➡



DOUBLE BATTLE: *Breakout* with a difference – for a start there are two players.



DOUBLE BATTLE: Be warned – your concentration can lapse waiting around.

TOP 10 PUBLIC DOMAIN TITLES

1. AMPU v1.0 (AF98)
2. Braindead
3. MUI v3.8 (2 disk)
4. ATAPI Plug 'n' Play v3.6
5. Maniac Ball (AF98)
6. OnLine Games Pack #10
7. AmigaDOS Guide v2.0 (AF95)
8. Learn the Klingon Language v1.1 (AF98)
9. Brutal Homicide v1.96
10. OnLine Games Pack #15

Top 10 courtesy of: OnLine PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX 01704 834335

WHERE TO GET THE DISKS

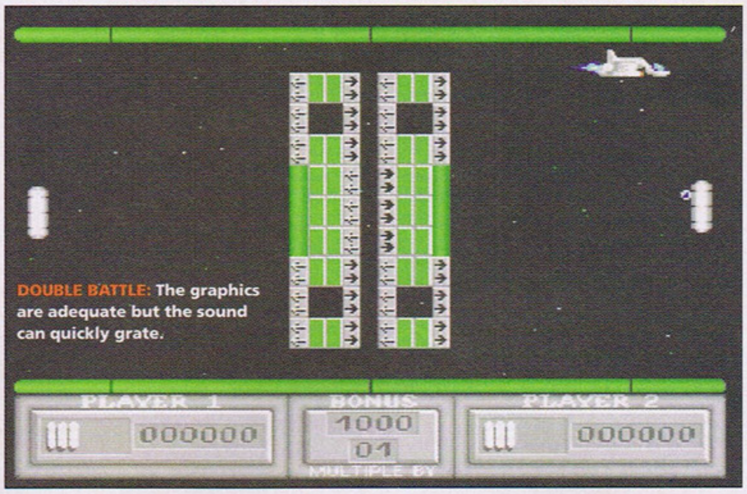
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ST1 2JY
☎ 01782 279670

OnLine PD
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Halsall Lane
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Liverpool L37 3PX
☎ 01704 834335

PD Power
15 Lovetot Ave
Aston
Sheffield
S26 2BQ

Saddletramps PD
1 Lower Mill Close
Goldthorpe
Rotherham
South Yorkshire S63 9BY
☎ 01709 888127
E-mail:
phil@ware5d.demon.co.uk

Other good PD libraries



DOUBLE BATTLE: The graphics are adequate but the sound can quickly grate.

gaming style, and with a Top 100 table and a built-in level construction tool, it should be reasonably assured of a long playing life.

WALLSTONES

By ....*Stefan Eisenblatter*
Ware ....*Freeware*
PD Library ....*PD Power*
No of disks ....*One*
Price.....................*50p + 75p p&p*

Another game documented entirely in German, *Wallstones* is a computerised version of Milton Bradley's infamous Connect-4 game. Connect-4 seems to have been an almost entirely '80s phenomenon, (well, we played the paper version during boring maths and science lessons in our day). *Wallstones* is a one-player game – unfortunately true experts will never get to prove themselves against anyone but their Amiga, which is a rather unfulfilling exercise if the truth be told. That said, the Amiga puts up a darned good fight, and there's no chance of it simply being too thick to notice an obvious killer move creeping up on it. Indeed, a computerised player with no failings whatsoever makes for a rather tricky opponent – a fact Gary Kasparov will no doubt vouch for.

If, by some strange twist of fate, you have never encountered Connect-4 or any of its numerous derivatives, let me briefly outline the basics of this classic. The game consists of dropping your coloured counters into a seven-columned well, and the objective is to form a line of four coloured counters before your opponent can do so. In *Wallstones* you can select which of the seven columns you wish to drop a counter into, using the mouse, and hitting the left mouse button causes the stone to fall. The computer will rapidly respond with its own invariably cunning move.

Graphically the game is about as impressive as a Connect-4 clone could possibly hope to be; the backdrop is bright and the counters feature some nice graduated colour effects. Sonically *Wallstones* is inoffensive but scarcely meritorious; the warbling tune is bearable enough, although not the sort you will find yourself humming for days.

In terms of addictiveness, you might be inclined to admire *Wallstones* – perhaps more so if you're a product of the eighties. More gameplay options would be much appreciated however; a two player mode would certainly not go astray, and an alternative soundtrack, or at least the possibility of listening to sound effects rather than the dull tune, would help to elevate an already enjoyable game towards the rarely attained status of a true classic.

AERIAL RACERS

By ....*Insane Software*
Ware ....*Freeware*
PD Library.........*Saddletramps PD*
No of disks ....*One*
Price ....*80p + 50p P&P*

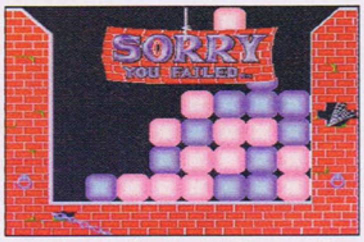
We were quite convinced that *Aerial Racers* was going to be a truly enjoyable overhead driving game.

Disappointingly though, the game itself seemed rather reluctant to run for more than a few minutes without crashing our expanded A1200 system, which doesn't suggest that the program is particularly stable. The game was apparently developed on an A1200, which makes its instability all the more surprising.

From the brief moments of uninterrupted gaming we did manage with this, it can be said that the music and graphics are both notably good, and the handling of the cars seemed to expertly steer the thin line between responsiveness and twitchiness. Alas, though, we didn't manage to complete a race – even when we had figured out precisely what keys were required, after being reduced to bellowing expletives at the seemingly inoperative joystick control method.

There is a track designer included in the archive, so if you are lucky enough to get *Aerial Racers* working perfectly then you should be in for a treat. Although the use of the track designer is not documented in the AmigaGuide instruction file, it is fairly straightforward thanks to the well-designed interface. Unlike the main program, the track designer seems to be extremely stable.

It's regrettable that we can't recommend what looks like it should be an extremely good game, but it's impossible to rate a game which falls over so badly and so frequently on a relatively unexceptional A1200 system such as our own. Investigate *Aerial Racers* by all means – just be prepared for the worst.



WALLSTONES: Watch out for those sneaky diagonal lines that creep up unnoticed.



WALLSTONES: Another clone and this time it's Connect-4's turn. Unfortunately though you can only pit your wits against your Amiga.

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In-depth reviews of hardware and software that you can trust

SERIOUSLY AMIGA



Amiga Format's 100th issue might seem like a good excuse for us to just go on about how wonderful we are (which of course is utterly justified), but no. We still strive to bring you the best reviews of all the latest hardware and software going. Modem reviews are getting a bit tougher to do as time (and more and more modems) go by, but entirely new products like the Catweasel and Buddha cards are always a joy to have a gander at. What's more, software written by an individual doesn't often get into the serious section of the mag, but *Surface Effectors* is well worth the effort required to buy it.

Ben Vost

AMIGA FORMAT'S REVIEW POLICY

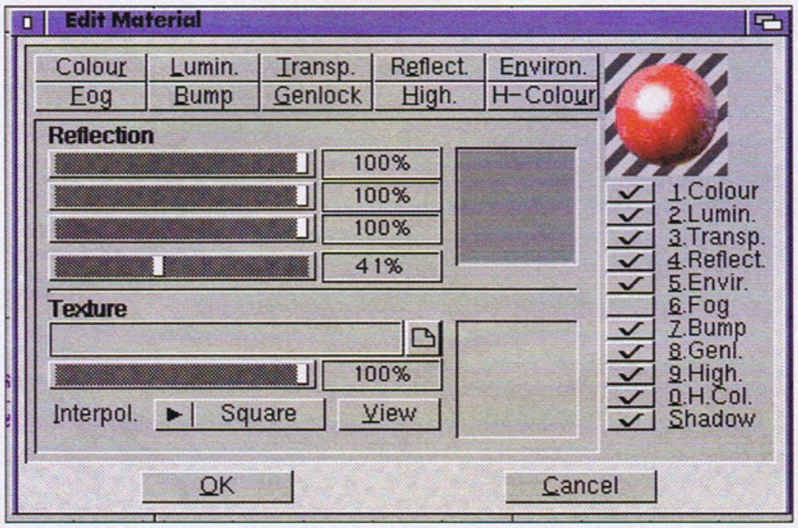
is very simple. *Amiga Format* is staffed by some of the most experienced Amiga users in the world and what we say goes. OK?

WHAT OUR REVIEW SCORES MEAN

90+%	The crème de la crème. Only the very best, most versatile and effective products are awarded an *AF* Gold – the most highly prized rating there is.
80-89%	These products are very good, but there are minor flaws or areas that could be improved upon.
70-79%	Not a bad product but quite possibly one that needs a serious update.
60-69%	Average products with somewhat limited features and appeal. Products in this category tend to be flawed.
50-59%	Below average products which are unlikely to impress your mates or your wallet. Avoid.
40-49%	Overwhelmingly poor quality products with major flaws.
Under 40%	The absolute pits.

Cinema4D CD Edition

It seems like only minutes since we reviewed *C4D3,* but a new version has just landed in Ben Vost's ample lap.



The new texture preview feature is worth its weight in gold, but only available to people willing and able to run their Amigas in 256 colours or more.

Actually it's been four months and now you're not really supposed to refer to *Cinema 4D v4*, but *Cinema 4D CD edition*. This version comes with *Cinema Font* and *Cinema World* thrown in for free and heaps of scenes, seamless textures and bumpmaps taking full advantage of the space that a CD-ROM offers.

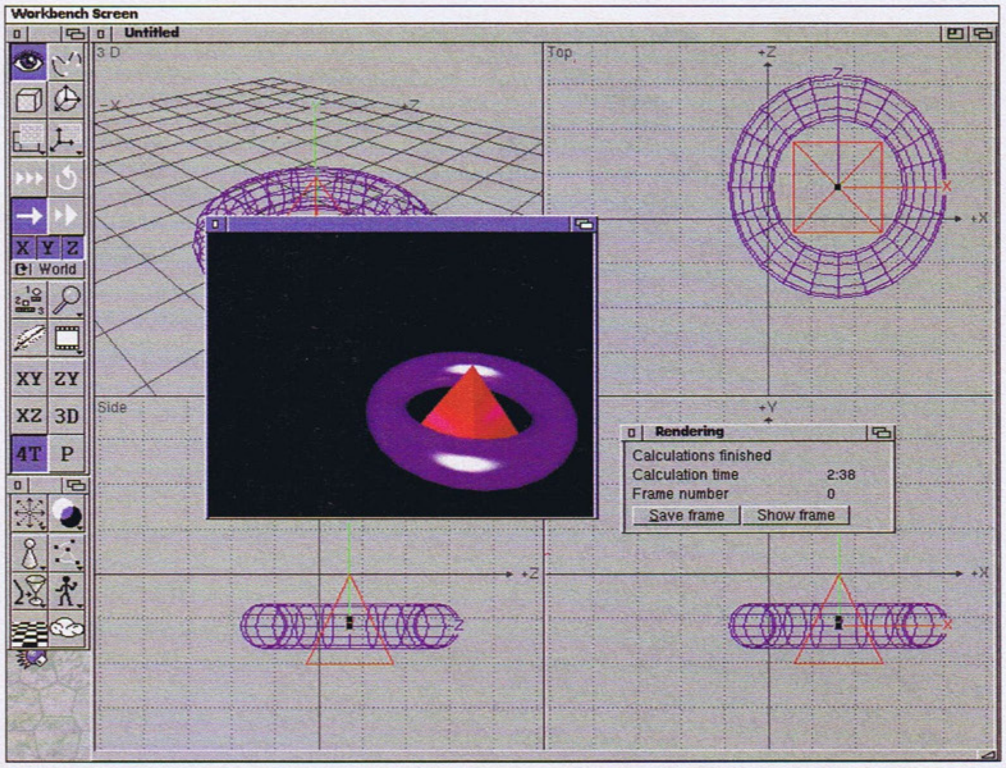
This new version has also been further optimised for graphics card and 68060 use. On my mean machine at home it really shines, outpacing the previous version by quite a stretch and you can now run *Cinema*'s editor on a high or true colour screen with none of the refresh problems exhibited by previous versions. This is ideal now that the render module runs asynchronously since it means that you can watch over your render while you carry on editing objects in the editor – all on the same screen. Further, graphics card users are rewarded with the ability to have objects in coloured wireframes. This is also possible on native screenmodes, but since you really need to be running in 256 colours or more, probably not worthwhile because of the slowdown involved. Unfortunately, if you don't want to, or can't, run in 256 colours (or more), then you're not going to get the benefit of the rather gorgeous new material previewing function either.

Basically, the whole Material Edit window has been revamped and you can now add

IF YOU'RE NEW...

If you haven't seen *Cinema 4D* before, perhaps a word or two of explanation is in order. *Cinema 4D* is a 3D modelling and rendering package which is distributed in the United Kingdom by HiSoft. In use, it is less like *Lightwave* or *Imagine* and more like solid modellers like *Real 3D*. If you were wondering why it's called *Cinema 4D*, the 4th dimension referred to is time, since *Cinema* does a very nice job in animating your scenes and actually has several special effects that can be applied to models over time. If you don't think you're the hottest modeller around, it doesn't matter since *Cinema 4D CD edition* comes with a full version of *MagicLink* which translates objects from one format to another with ease.

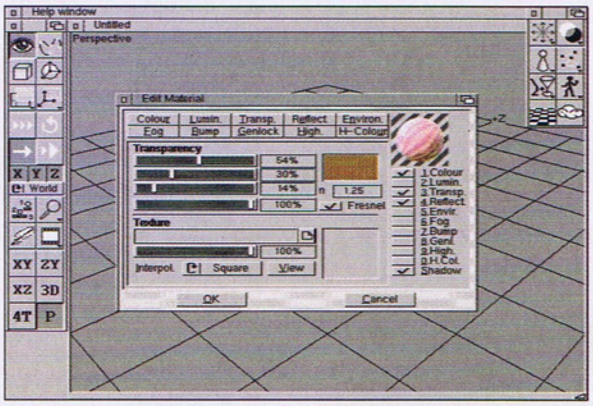
Cinema 4D now also comes with two additional programs which work as plug-ins. The first is *CinemaFont* which allows the user to use any PostScript Type 1 fonts they have on their hard drive (and it comes with a bunch) to create text objects in 3D for *Cinema*, the other, *CinemaWorld*, is like a mini-*Vista* and is used to create landscapes with trees and so on for importing into *Cinema*.



Running on a graphics card has several benefits including coloured wireframes and the ability to run the asynchronous raytracer while you carry on editing your models.

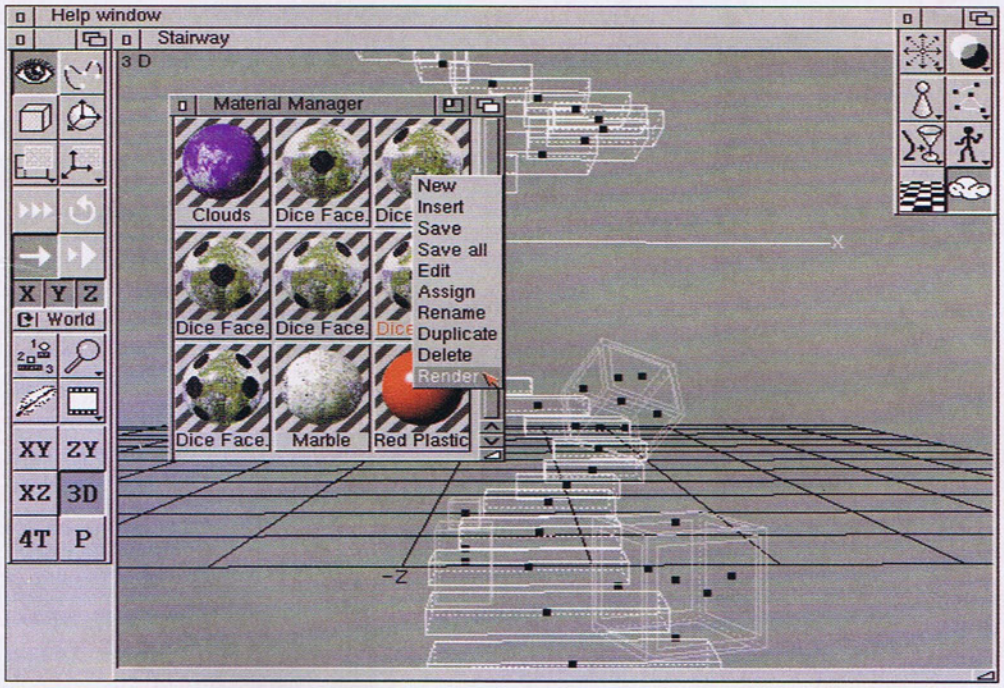
bitmaps to each texture section, ie. transparency, reflectivity and so on. What's more, you can now add unlimited materials to any object giving it the kind of complexity not previously seen in *Cinema*. One example of this would be a bottle object which has a glass material on it. Simply add a new material for a label. Materials are layered one after the other and you can rearrange the list (unlike in *Lightwave*) simply by using the new pop-up menu that appear on both the "Edit Texture" buttons in the main toolbar. But this huge plus has a tiny minus in the fact that it now becomes a lot more complex to add a material to an object – naming this new material involves having to open up the new Material Manager and renaming your material using the pop-up menu.

"Great for transparent refractive objects that you just want to test for motion."



On a 256 colour Amiga screenmode like DblPAL the redraw can be painfully slow, making the 256 colour screen almost pointless.

Material attributes like transparency can now be simply turned off by clicking on the tick boxes arranged down the right hand side of the material editing window, great for transparent refractive objects that you just want to test for motion without having to go to the lengthy times that transparency and refractivity normally mean.



The new Material Manager window is used to show you thumbnails of all the textures you're using. Note the pop-up menu for editing and so on.

One more new feature in the CD edition is that textures are now handled on a local basis. This involves not using a complete path for your bitmaps which makes it simpler for cross-platform rendering. However, it does mean that your old scenes from earlier versions take longer to load in initially. However, once re-saved using the CD edition they'll be back to normal.

All in all, *Cinema 4D* is shaping up to be a very competent and attractive 3D program. Although it still has no algorithmic textures, the ability to add bitmaps to any aspect of a material has lessened the need for them. If your Amiga is well-endowed in the power stakes with a CyberStorm, and high in graphical prowess thanks to some kind of RTG card, then *Cinema* is an even more attractive proposition for you, with the most modern interface of any of the current breed of 3D packages for the Amiga. Although *Cinema* is good on a standard machine, with a graphics card it really does shine.

WHAT'S NEW THEN?

Here's an at-a-glance listing of the improvements to be found in the CD edition:

- **Direct CyberGraphX support**
- **Direct 68060 support for Phase 5 boards**
- **New material system**
- **Material previews**
- **Metal shader in addition to existing plastic shader**
- **Unlimited materials per object**
- **Soft shadows**
- **Faster, improved anti-aliasing**
- **Faster wireframe and shaded rendering under 256 colours**
- **Lens flare behind transparent objects**
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- **Full versions of *MagicLink, MainActor* and *Cineview***

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Faster rendering every version.

MANUAL: ●●●●○
Clear and easy to understand.

ACCESSIBILITY: ●●●●○
The new material method means less time is spent in test renders.

FEATURES: ●●●●●
Good graphics card support, excellent texturing, faster rendering – groovy all round.

VALUE: ●●●●●
At £200 it costs less than a sixth of the price of *Lightwave*...

OVERALL VERDICT:
Definitely a star purchase.

91%

SixthSense Investigations is an amazing new Amiga arcade adventure, featuring 32 locations, full character dialog, 3 different worlds, many interactive characters, puzzles and more. This game sets new standards for Amiga gaming. Look for reviews in AF, CU and AC.

Order: CD430 UK: £29.99 - AUST: $60

Sixth Sense Investigations — AGA Amiga

The Games Room is an original compilation of Gambling games. It covers everything from Fruit Machines to Card Games, Roulette, Darts, Bingo, Pool, Checkers, Chess, Dominoes, Various Board Games, Pub Quiz's and a wealth of other Casino type games. Virtually everything can be run directly from the CD, or installed onto your Hard drive. A number of the games are suitable for 1, 2, 3 or even 4 players.

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AGA Experience 3 — AGA Amiga

Emulators Unlimited is a collection of the best software emulation tools available. The CD contains emulators for Apple Mac, PC, Spectrum, Commodore64, Amstrad, BBC and many more. Virtually all the emulators are supplied ready to run and come complete with many games to run. Easy to use on any Amiga.

Order: CD117 UK: £19.99 - AUST: $40

Emulators Unlimited — All Amiga's

UFO Encounters contains thousands of documents and images that "no-one" wants you to see. The CD covers all aspects of Abductions and UFO Sightings. Suitable for use on any Amiga.

Order: CD179 UK: £14.99 - AUST: $30

UFO Encounters — Any Amiga

The re-compiled C64 Games CD includes around 15,000 all-time classic Commodore 64 games. It's very easy to use and the CD has a complete index of every game so you can locate the game you want very easily.

Order: CD182 UK: £29.99 - AUST: $60

C64 Games CD — KS2/3 2mb

Contains a wealth of software, including: Workbench Games, Fonts, Textures, Clipart, Samples, Multimedia Backdrops, Music modules, Business Letters, Tetris Games, 3D Objects, Images, Backdrops, Tools and more.

Order: CD449 UK: £19.99 - AUST: $40

Software Explosion — Any Amiga

Sound Effects Sensations Volume One includes all the tools and data you need to be able to produce either music or Sound FX sequences on your Amiga.

Includes over 15,500 samples.

Order: CD165 UK: £14.99 - AUST: $30

Sound Effects Sensations — All Amiga's

Network CD2 is an ingenius piece of software and cabling that allows you to use your CD32 as an Amiga CD-ROM drive. Easy to use. Access times are slow compared to a proper CD drive but this is a far cheaper option.

Order: CD14 UK: £34.99 - AUST: $70

Network CD 2 — KS2/3 2mb

John Pasternak's Movie Maker: Special Effects Volume one is an interactive guide to producing low cost film special effects - This release includes: Removing an eye, cutting open an arm, making realistic firearms, and producing latex face masks. Suitable for ages 16 and above. (Includes tonnes of film footage and voice-overs)

Order: CD184c UK: ~~£19.99~~ £3 - AUST: ~~$40~~ $6

Movie Maker — 4mb AGA Amiga

Assassins Games 3 is a bang-upto date collection of the latest available Public-Domain Amiga games. Each game is accessable through an easy to use menu that displays the games instructions and requirements etc.

Order: CD408 UK: £19.99 - AUST: $40

Assassins Games 3 — KS2/3 2mb

The Aminet range of Amiga CD-ROMs are the worlds most distributed Amiga CDs. Each contain the latest Games, Demos, Animations, music and tools.

Order: CD434 UK: £12.99 - AUST: $26

Aminet 18 — KS2/3 recommended

Das Epic Multimedia Lexikon is the long awaited German version of our popular Amiga-based Encyclopedia. It features a new interface, Thousands of articles, music, pictures, animations and more.

CD446 UK: £24.99 - AUST: $50 - Deutschland: 75 DM approx

Das Epic Lexikon — AGA Amigas 4mb+

Aminet Set 4 is a 4CD set of all the best and latest from the Aminet Internet site. Includes over 3.5gig of compressed data. Includes a very fast and powerful search routine.

Order: CD428 UK: £29.99 - AUST: $60

Aminet Set 4 — KS2/3 recommended

visit our new web site
www.globalnet.co.uk/~epic/
e-mail us
epicmarketing@dialin.net

Blitz Basic 2.1^
The best programming language available for the AMIGA!
UK: £19.99 - AUST: $40

^ Supplied on Floppy disk

Graphics CDs — KS2/3

A superb selection of Graphics CD-ROMS suitable for mainly 3D rendering with programs like: Lightwave3D, Imagine, Aladdin4D, Vista Pro etc.

LightRom4	Imagine 3D	LR-Gold	Backdrops	Dem Rom	Textures
£19.99	£14.99	£9.99	£14.99	£9.99	£9.99

Amiga Books

Insider Guide - A1200	£15
Insider Guide - A1200 Next Steps	£15
Insider Guide - Assembler	£15
Insider Guide - Workbench 3 A to Z	£15
Totall Amiga - Workbench 3	£20
Totall Amiga - AmigaDOS	£22
Totall Amiga - Arexx (new!)	£22
Totall Amiga - Assembler	£25
Mastering Amiga Scripts	£20
Mastering Amiga Beginners	£20
Mastering Amiga AmigaDOS 3 - Ref.	£22

Mouse Mat	£3.99
Standard Amiga Mouse	£11.99
Official Amiga Mouse	£12.99
Joysticks...	£call
10 capacity disk box	50p
10 Quality Blank DSDD disks	£4.95
Amiga User Manuals	£call
Amiga to PC Monitor adaptor	£10
Various Cables	£call
Disk labels	2p ea
3.5" A1200 Hard disk cable	£20

Consumables — Any Amiga

AMIGA

Definitely BACK FOR THE FUTURE

We can now offer you a range of full Amiga Computer Systems - All machines are brand new and are the latest shipments from Amiga International (Gateway2000)

All configurations are supplied with Wordworth, Turbocalc, Datastore, Photogenics, Personal Paint, Organiser, Pinball mania, Whizz, Directory Opus and Scala MM300.

- Amiga Systems -

A1200 - 020 - 6mb ram - 260mb HD	£429
A1200 - 030/40mhz - 10mb ram - 260mb HD	£549
A1200 - 040/25mhz - 18mb ram - 1.3gig HD	£699
A1200 - 040/40mhz - 18mb ram - 1.3gig HD	£799

- Optional CD-ROM Drives -

4 speed SCSI CD-ROM drive - Inc: interface etc.	£149
12 Speed SCSI CD-ROM drive - Inc: interface etc.	£229

This is the classic tale of Peter Rabbit; written and illustrated by Beatrix Potter. Great for Kids! LIMITED STOCKS! So Telephone orders only, Please!.

Order: CD445 UK: £9.99 - AUST: $20

Tale of Peter Rabbit — Any Amiga

Anime Babes is an Adult CD containing around 5,000 japanese colour images. Some people may find these images offensive. This CD contains images of sexual acts. Strictly Over 18years only.

Order: CD191 UK: £19.99 - AUST: $40

Anime Babes — All Amiga's

A high quality professional Texture CD containing over 1000 "seemless" texture files, great for 3D renderers or multimedia presentations etc.

Order: CD227 UK: £14.99 - AUST: $30

Textures — AGA Amiga

Mick Davis' Cartoon Clipart Volume One contains 500 commissioned high quality professional clipart images, all of which are royalty free. It's supplied on one CD and comes with a 30+ page booklet showing all the images in "thumb nails". Every Cartoon image on this CD is 100% original and does not/will not appear on any other CD. A great value, high quality product.

Suitable for Amiga, PC, and MAC

Order: CD235 UK: £19.99 - AUST: $40

Mick Davis' Cartoon Clipart — All Amiga's

Miami is a new TCP/IP protocol stack to access the internet by modem, cable modem or ISDN. Miami is very easy to use. (Floppy disk)

Order: MIAMI UK: £28.99 - AUST: $58

Miami — AGA Amiga

A Most Complete Collection of Professional Photos! Includes 33,000 WMF Vector clipart images, 40,000 TIF images, 22,500 JPG photo clips, and more.

Supplied on 9 CD's with 3 Full printed books.

Viewers/Converters supplied. *add £9 P&P

*Some files may only be usable in certain applications.

Order: CD447 UK: £89.99* - AUST: N/A

101,000 Clipart Images — AGA Amiga's

A Complete Collection of Premium Photos! Includes 3,500 High res JPEG photos. 15,000 Med res JPEG photos and 7,500 B&W historical Photos. BONUS! - 500 Sound effects and 150 AVI files. 3 CD's & Full printed book.

Viewers/Converters supplied. *add £3 P&P

Order: CD448 UK: £39.99* - AUST: N/A

25,000 Photos — AGA Amiga

The Epic Encyclopedia 1997 (2mb version) is the full version but suitable for use on a standard A1200.

Some features have been removed to allow it to run on 2mb ram.

Order: CD422 UK: £29.99 - AUST: $60.00

GTI CDs — KS2/3

Amiga Developers CD
Includes everything you need to become a software programmer/developer. £14.99

Print Studio Pro
24bit print studio, outputs very high quality results to any printer. £29.99

System Booster
Thousands of the latest Amiga tools, utilities and patches. £19.99

Golden Demos
This CD includes ALL the old Classic Amiga demos. £19.99

Amiga Repair Kit
A professional suite of disk recovery tools - Includes the full version of Disksalv 4. £49.99

GIGA Graphics
A 4 CD set containing 10,000 IFF images, suitable for any graphics package. £19.99

MODS Anthology
A 4 CD set containing over 18,000 brilliant freely usable music modules. £29.99

Aminet Set One or Two
Each consist of 4 CDs containing thousands of games, demos, tools, patches, drivers and more... £19.99 ea

Aminet Set Three
A 4 CD set containing some of the latest tools, images, modules, animations and more. £29.99

Also available are all other GTI and Schatztruhe CD-ROM titles

FREE CD'S
With Every Purchase Over £25

SOFTWARE EXPLOSION! - New Release - Worth £20
Place an order now of £25 or more and receive this CD free!
Contains a wealth of software, including: Workbench Games, Fonts, Textures, Clipart, Multimedia Backdrops, Samples, Music modules, Business Letters, Tetris Games, 3D Objects, 3D Backdrops, Images, Colour Clipart, Tools and much more. (fcd449)
Spend £50 and we'll send you another Mystery CD free.
Spend £75 and we'll send you another 2 CD's free! etc...

Encyclopedia of the Paranormal — AGA 4-6mb

Order: CD423 UK: £19.99 - AUST: $40

The Epic Interactive Encyclopedia of the Paranormal is an exciting new multimedia Amiga based CD-ROM featuring high-res AGA graphics throughout. Covering subjects like: UFOs & Aliens, Strangelife (Bigfoot, Lochness monster etc), Mysticism, Mind over matter, Myths and Legends and more, this CD promises to give you an "experience". Also for the first time on an Amiga multimedia CD, there are true "AVI" files (Audio & Video). Hundreds of colour images, masses of AVI's, and animations, hundreds of voice-overs, over 40 minutes of presentations around 400 subject synopsis', and hundreds of 'cross-referenced' articles.

Ratings in the Magazines.
Amiga Format - ???
CU Amiga - ???
Amiga Comp. - ???

Mini Office Suite^
Recently re-released by Guildhall, this super easy to use office suite is great for the home and small business, it includes a Word Processor with a spell checker, Database, Speadsheet and more.
UK: £19.99 - AUST: $40

Distributors / re-sellers for ALL of these companies and more.

epic multimedia — Amiga International — GTI — Graphic Detail — Schatztruhe — guildhall — Acid Software — Alternative Software — TFC Software — Quicksilver — Weird Science — Cloanto — Islona Games

33.6 Desktop Modem

With modem prices continuing to tumble, Power Computing have announced a package that they believe offers terrific value for money. Dave Cusick is inclined to agree with them.

AMIGA GOLD FORMAT



Best of all, the Power Modem's not designed as a bloody fashion accessory...

When I first invested in a 14.4k modem for my Amiga around three years ago, the Internet was only just becoming the buzzword that it is today and 28.8k modems were only just starting to appear, boasting fairly hefty price tags. In those days, the classic argument for investing in the fastest modem you could realistically afford was that it would pay itself back in the long run because it would save you money on telephone bills.

That is still a sound reason for opting for the best your hard-earned cash can buy, especially considering the so-called "World Wide Wait"; thanks to the explosion in popularity of the Web and the resulting need for powerful hardware to pump graphics and sound files all over the world, a 28.8k modem is practically essential if you don't want to be waiting around while Web pages are slowly downloaded. A great many ISPs are already supporting 33.6k modems, which only really started to appear in significant numbers a few short months ago.

The Power Computing 33.6k modem is a sleek, lightweight affair, finished in cream plastic not dissimilar to that of the Amiga itself. There are eight small lights on the front, cryptically labelled with the obligatory two- and three-letter abbreviations of the functions they represent so as to impart maximum confusion to non-techies. There is a small speaker on the top of the unit, and on the back are the usual sockets for the phone cable, the power cable and the serial lead. Because this serial lead is of the 25-pin to 9-pin variety, an adapter is supplied to enable you to connect the modem to your Amiga's 25-pin interface. (If you've opted for the Whippet or SurfSquirrel interface options on the modem bundle, this adapter will not be needed since these both have 9-pin serial interfaces anyway).

Surprisingly there is no modem power switch – once it's plugged in, it's on. Still, it doesn't seem to heat up in the same way as my aging 14.4k modem does, so perhaps leaving it on while your Amiga is plugged in will not be such a problem.

The modem comes with a copy of HiSoft's excellent *Net&Web* bundle which includes all the software you will need to get connected to the Internet. The *Net&Web* documentation is good enough to make up for most of the deficiencies in the modem manual, talking things through in a manner straightforward enough for beginners to grasp. The software itself is also excellent – particularly *iBrowse,* which retails separately for £29.95, and is to my mind the most powerful browsing software currently available for the Amiga. There is even an offer from Demon Internet of free set-up and 30 days free access to their popular tenner-a-month dial-up account. In short, after splashing out for this modem you will have everything you need to get onto the Internet almost immediately.

In use the modem is as impressive as you would imagine – although in general it is quite rare to maintain the maximum theoretical transfer speeds when connected to the Internet, data transfer is clearly much quicker than with a 14.4k modem. Occasionally transfers are noticeably speedier than with a 28.8k, although unless you have a fast Amiga, various operations like screen updating will slow down the perceived speed of your connection. The sound emitted through the speaker during dialing and handshaking is refreshingly inoffensive too. Fax and voice functions are supported as well, although I've yet to see any Amiga software which takes advantage of the latter function.

This is undoubtedly a sound investment for owners of 14.4k modems eager to beef up their Web-surfing power. Whether it represents such a good buy for owners of 28.8k modems is a little more uncertain, because performance may not be drastically improved – but nevertheless the 336 Desktop Modem is an impressive piece of kit which is bundled with some equally brilliant software, and is definitely worth considering as either an upgrade or a first-time modem.



Using the modem results in significantly improved performance when viewing complex Web pages.

DISTRIBUTOR: Power Computing Ltd 01234 851500
PRICE: £89.95 modem alone; £109.95 inc Whippet Fast Serial Interface; £159.95 with Surf Squirrel SCSI-II and Fast Serial Interface
REQUIREMENTS: A600 or A1200 for interface bundles

SPEED: ●●●●○
Experimental new 56k super-modems aside, this is the cutting edge of modem technology.

MANUAL: ●●○○○
Extremely basic and PC-orientated... but then again, plugging in a modem isn't exactly difficult.

ACCESSIBILITY: ●●●●○
Plug it in, change a few of your TCP settings, and off you go.

FEATURES: ●●●●●
A high-spec modem, with a great software bundle and a nice money-saving ISP subscription offer.

VALUE: ●●●●●
Extremely affordable. The bundles including the various HiSoft interfaces represent particularly good value.

OVERALL VERDICT:
This is a compact, streamlined product which can help turn your Amiga into a power-browsing, super-surfing machine.

91%

Eyetech's Summer Sizzlers Accelerators? Forget '030/50's - get 3 x the power for £169.95! - '040/25MHz (19 MIPS) £169.95, '060/50MHz £349.95; Forget mem boards! -- '030/25MHz/MMU/FPU £69.95, '030/33Mhz/MMU/FPU £84.95; New Eyetech EZ-Tower £119.95; 16 speed CDPlus system £199.95; High speed A1200 serial port £49.95; 14.4K modems from £24.95; SX32 Mk2 £159.95; SX32Pro from £269.95

The All-New Eyetech EZ-TOWER

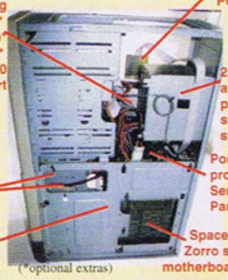
"This definitely one of the easiest solutions to building your own tower." John Kennedy, Amiga Format - July 1997

If you can use a screwdriver you could build your own A1200 tower system in less than half an hour!

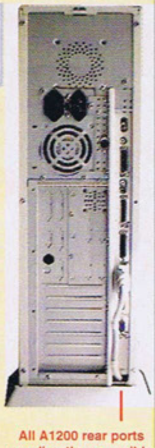
It Couldn't be Easier!

- Remove the case top and keyboard ribbon cable *(No shield removal required).*
- Slot in the ribbon cable from the optional PC/ Amiga keyboard interface.
- Mount existing and new hard and floppy drives and CDROM units in the bays using the screws provided.
- Connect up the drives power and data cables.
- Clip in the A1200 motherboard/base into the custom backpanel.
- Push on the power/HD/ FDD LED adapter and the A1200 power connector.
- Put back the outer case. Thats it! ...

Now You've Got Tower Power!



(*optional extras)



NEW! EZ-Tower and 250W PSU -*only £119.95*

EZ-Tower Accessories:

EZ-Key **A1200 adapter** for PC & Amiga kbds- just push in the ribbon cable!	£39.95
7 x Zorro II slots expansion board - including 5 x PC ISA slots for GG2 bridgeboard, ethernet etc. *With accelerator pass-through.* Fits most towers.	£179.95
New! - **Single Zorro II slot adapter for graphics card** - *with built-in PC/A2000 keyboard adapter and accelerator pass-through.* (Available August 1997)	£159.95
EZ-DF0 **replacement A1200 internal floppy drive** mechanism with faceplate, cable and interface for tower mounting	£44.95

...Or buy a CDPlus unit (below) and get an EZ-Tower for just £99.95*

(*as an alternative to the regular CDPlus case)

SX32Mk2 & SX32Pro *Internal* Expansion for the CD32

STOP PRESS!!!

The Award Winning SX32 Pro is now even more affordable

The SX32Pro and SX32Mk2 add ...

- 33 or 50MHz '030 MMU CPU and FPU socket (33Mhz FPU socket only on the SX32Mk2)
- Simm socket for up to 64MB of 32 bit fast (60/70ns) RAM (up to 8MB fast (70ns) RAM on the SX32Mk2)
- Buffered IDE interface for internal 2.5" hard drive ***and*** second hard drive, SyQuest, Jaz *or even 8 speed CDROM* (optional extra on the SX32 Mk2)
- Sockets for RGB video (23 pin), VGA video (15 pin), Parallel port (25 pin), Serial port (25 pin), Floppy disk port (23 pin)
- Jumper-selectable for PC or Amiga keyboard input (external adapter on SX32Mk2)

... to the CD32's existing mouse, joystick, keyboard, audio, RF, composite video and SVHS ports.

What do the reviewers say?

Amiga User Int'l	*"95% - Definitely Recommended"*
Amiga Computing	*"90% - A Dream to Use." Blue Chip Award*
Amiga Format	*"96% - Absolutely Top Notch" Gold Award*



The SX32Pro

SX32Mk2 - *sale price* - *£159.95*

SX32Pro-50 - *sale price* - *£299.95*

Genuine Amiga 89-key compact keyboard *£34.95*

SX32 floppy, hard drives 20MB-1.8GB, RAM - *Please ring*

All models include full pictorial fitting instructions,WB3.0 & utilities on CD and 'Click-and-Go' hard drive installation diskette

Special CPU purchase Limited Quantity - SX32Pro-40SE. A Special Edition SX32 Pro with 40Mhz '030EC processor (no MMU) - *Just £269.95*

AMIGA HEALTH WARNING

If you have recently fitted - or intend to fit - an IDE/ATAPI CDROM to your A1200 *(other than an Eyetech CDPlus unit)* **without** a buffered interface then your Amiga is in risk of serious damage arising in the future. The A1200 - unlike A4000's and PC's - has *NO* internal IDE buffering. On the A1200 the IDE interface connects ***directly*** to the A1200 processor & custom chips *AT ALL TIMES* which have insufficient output to drive more than one IDE/ATAPI device (and only then on a short data cable) for any sustained time period. We are now making the Eyetech *Mk2* 4-device buffered interface available separately for use with other kits and D-I-Y CDROM installations. At only £39.95 it is a small price to pay to preserve your Amiga's health.

"A buffered IDE interface is essential to avoid overloading of the A1200's IDE port when adding extra devices" - John Kennedy - Amiga Format - July 1997

The Top-Rated Eyetech *CDPlus* for the A1200

- 8- or 12/16- speed external CDROM unit in quality, CE-approved case with heavy duty PSU
- Leaves trapdoor free for accelerators / memory expansion and the PCMCIA slot free for digitisers, modems, samplers etc
- Option to add additional HD's, CDRoms, SyQuests, *IDE Zips*, Jazs, SyJets, ATAPI tape streamers etc powered from the CDPlus unit
- Comes with special Eyetech *'060-compatible* Mk2 4-device EIDE buffered interface board - easily fitted in minutes with no cutting/drilling (Note that IDE CDROMS *must never* be directly connected to the A1200 without a buffered interface - ask any qualified electronics engineer!)
- Gold plated audio phono sockets at rear (CD+ only) and front panel headphone socket and volume control



The CDPlus and SyQuest EZ135 drives. The IDE Zip Drive is the same size as the EZ135

Amazing Value 8-speed - *only £179.95*

NEW!* 12/16-Speed - 2.4MB/s (max) -*only £199.95

Considering a PowerStation?

The CDPlus is now available with a, 230W, CE-approved, PC MiniTower* or Desktop* case (which can also power your A1200) - *for only £20extra*

(*as an alternative to the regular CDPlus case)



What do the reviewers say?

Amiga User International - *97%*

"... It all worked faultlessly ... "

Amiga Format - *96%*

"... An absolutely superb bit of kit.."

Amiga Shopper - *90%*

"... This is a quality product..."

The Amazing Iomega *IDE* Zip Drive

Another first from Eyetech

- *Can be used in place of - or as well as*- the internal hard drive*
- *Use a different bootable cartridge for each application or family member*
- *Ideal for transferring multimedia data between Amigas and/or other platforms*
- ***Fits in any Amiga/desktop/minitower floppy drive bay or in external case***
- *The ideal way to backup your data*



The IDE Zip drive fitted in an A1200

Bare IDE Zip drive *(inc Eyetech V2.0 Ziptools)* **- Just £119.95**

100MB Zip cartridges just £14.95/1 or £39.95/3 (*A600/1200 buffered interface needed)

A1200 *InstantDrive* Hard Disk Kits

***InstantDrives* are *only* available from Eyetech**



"The fastest drive I have tested on any platform ...95%" - **David Taylor - Amiga Format February 1997**

Important Note! 3.5" hard drives - even those described as *'Slim'* - are usually 1"/25mm high and ***will not*** fit in an A1200 without significant modifications to the case and metal shielding - which itself reduces the value of your computer. All ***InstantDrives*** from Eyetech are less than 20mm high and fit perfectly.

- Rated ***99%*** - AUI November 1996, ***95%*** - Amiga Format February 1997
- No hole drilling, case clipping, or shield removal required
- All drives are brand new with a 2 year warranty and come Inclusive of full fitting kit and easy-to-follow pictorial instructions
- Ready-to-use with WB3.0 and over 45 top quality utilities installed and configured to the Toolsdaemon menu system.
- AV drives come with MMe multimedia authoring software preinstalled

2.56 GB AV (~3MB/s) - just £229.95

***NEW* - Superfast1.75GB 3.5"tower drives - £169.95**

D-I-Y and Bargain Corner

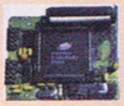
Hard-to-find parts for your Amiga project

Hard , floppy drive cables and cases	
2.5"-2.5" 44-way HD cables for A600 & A1200 9cm **£8.95**, 13cm	£9.95
2.5" 3x44-way hard drive cables for 2 x 2.5" drives (6cm+6cm)	£14.95
3.5" power & data cables for A600 & A1200	£14.95
3.5" full fitting kit for A600 & A1200 (contains ***everything***)	£24.95
3.5" external hard drive case	£19.95
3.5" removeable drive deluxe external HD case	£29.95
Metal CDROM case (no psu)	£5.95
3 x 40-way IDE cable for 3.5" HD/CDROM ~85cm/2' 9"	£9.95
Custom 3 x 40 IDE cables to 1.5m/5' (enclose drawing)	£19.95
3.5" hard drive to 5.25" bay mounting adapters	£6.95
2.5" hard drive to 3.5" bay with 3.5" data/power cable adapters	£12.95
3.5" floppy/SyQuest/Zip drive to 5.25" bay mounting adapters	£6.95
40 pin m-f detachable data cable forexternal 3.5" HD/CDROM's	£12.95
Slimline external floppy/IDE SyQuest/IDE ZIP/IDE Jaz case	£12.95
SCSI cable 25way 'D'(m)to 50way 'Centronics' (m) (1m)	£9.95
2 x 34pin-F, 0.6m ribbon cables for mounting DF0: in tower	£9.95
23p-M to 23p-F external Floppy ext'n cable **0.6m £12.95; 2m**	£14.95
Audio & video cables and adapters	
3.5mm stereo jack plug to 2 x phono plugs for CDROM	£6.95
CDROM standard 4 pin inverted T audio connector & phono plugs	£9.95
Phono plug x 2 to phono plug/socket x 2 audio mixer leads	£6.95
2 x phono socket to phono plug mixer adapters (Gold **£3.50**)	£2.50
Stereo 2 x phono plug to 2 x phono plug 1.1m/4' (4.8m/16' **£9.95**)	£4.95
Stereo speakers (pair), with amp (16wPMPO) & mainspsu	£12.95
Power supplies , cables and PC towers//desktops with integral psus	
IDE or SCSI CDROM case, 40w PSU, audio & data connect's	£59.95
Enhanced metal cased PSU for A600/A1200/CD32/CDROM/ external HD (fit your old lead - instructions provided)	£34.95
Mini-tower or desktop case with 200W/230W PSU, CD & HD/Zip bay, power lead connector block, resistor, cable restraint etc, & full instr'ns	£39.95
4-pin M-F extension cable from PSU to external HD/CD 0.9m/3'	£9.95
23 pin m floppy drive connector to 4 pin HD/CDROM power plug	£9.95
Miscellaneous	
A1200 /SX32 internal cooling fan - dissipate that extra power!	£14.95
VGA 23-15 pin adapter for A500/600/1200 **£12.95;** for A4000	£19.95
A2000 keyboards (new) for A2000/3000/4000* (*adapter +£5)	£49.95
50MHz capable PGA FPU for SX32Pro-50 or accelerators	£49.95
Amiga CDROM disks - our selection - 5 for	£10.00
A1200 RAM boards (clock, FPU skt)	£29.95
Amiga microswitched mouse with mousemat	£9.95
A1200 Workbench 3.0 disks (5) with WB3.0 & user manuals	£19.95

Two new A1200 Expansion Products from Eyetech

***PortPlus* - high speed serial and parallel port expansion**

- *2 x* ***460Kbaud*** *buffered serial ports with low CPU overhead*
- *PC & Amiga compatible parallel port transferring up to* ***500K bytes/sec***
- *Optional high speed PC-Amiga & Amiga-Amiga* ***networking software***
- ***Leaves PCMCIA & trapdoor free*** *; accelerator friendly & very easy to fit*



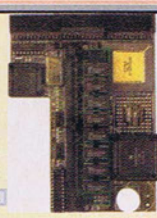
PortPlus - just £89.95! (WITH parallel port driver!)

New! *PortJnr*- 1 high speed serial port - *just £49.95*

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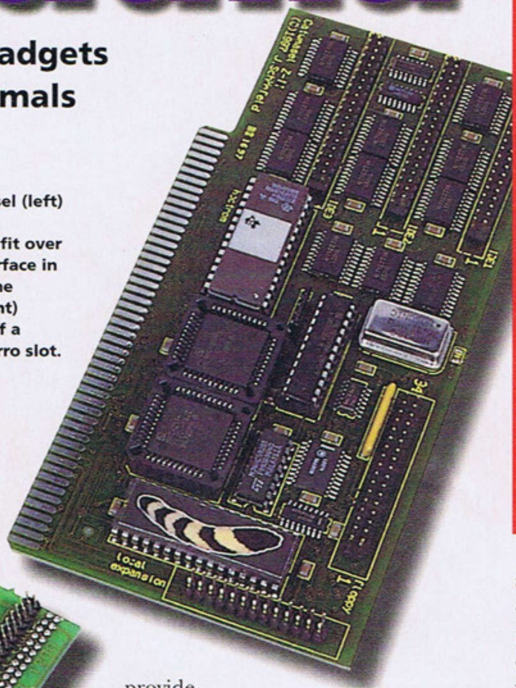
VAT is not applicable to non-EC orders

Catweasel & Buddha

Nick Veitch has found some gadgets that sound like cross-breed animals and bald-headed monks...

Catweasel is nothing to do with the seminal classic TV programme of the same name. Rather, it is a small piece of hardware for your A1200 or A4000 which will enable you to attach a standard PC HD floppy drive.

Even if you are lucky enough to own an A4000 (or perhaps a late model A3000) which is fitted with a high density drive, you may still want to consider the Catweasel. The problem with the Amiga High density drives is that because of hardware limitations, they don't actually access PC drives at full speed – actually, they only manage to run at about 50 per cent of the speed of a standard PC HD drive (see the table if you don't believe me). The advantage isn't only with PC disks either, you will experience a marginal speed increase when accessing Amiga disks too. There have been other noble attempts to provide PC HD support (in the shape of external drives like the Four Square), but these also suffered from speed limitations.





The Catweasel (left) is cunningly designed to fit over the IDE interface in an A1200. The Buddha (right) occupies half a standard Zorro slot.

As well as providing a connection for two standard PC drives, there is also a connector to enable you to attach an old Commodore 1541 drive. The driver is provided in the setup, although we were unable to test this feature, as we didn't have the appropriate hardware to hand.

All you need is a standard PC High Density drive, which aren't as expensive as you may think. I'm sure you could get one for less, but I was rather happy to pay Maplins £27 for my slimline internal drive, which works fine. You can easily work out for yourself that the combination of a Catweasel and a PC drive costs only a little more than a replacement Amiga high density drive.

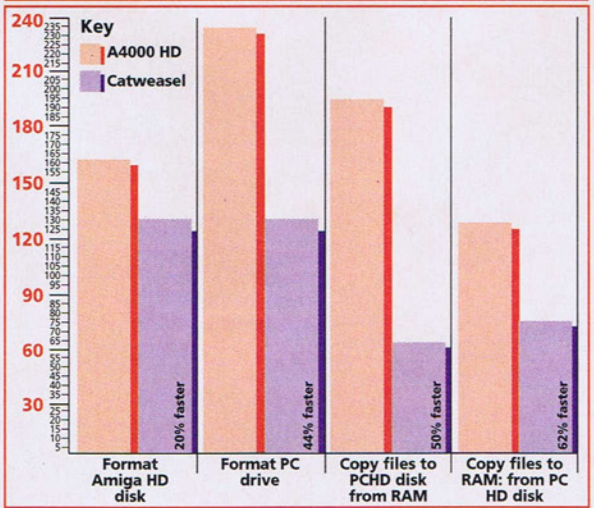
There are a few different versions of the Catweasel, to suit your machine. There is no real difference betweeen the two bits of kit, other than the shape of the PCB, which is designed to fit inside the A1200 or A4000 – so make sure you get the right one!

BUDDHA IN A BOX

The Buddha card is essentially a Zorro slot version of the Catweasel, but with extra features. Primarily these consist of four extra buffered IDE interfaces. This means that you can add an extra eight IDE devices to your big box machine – more than you might actually need. It can also be useful for resolving conflicts between drives. For example, if you have a Seagate and a Western Digital drive, it will be much easier to have them on separate interfaces than to try and set them up as a master-slave pair.

The card itself only takes up half a slot, so there is enough room to fit another device in the PC or remaining video slot.

STATISTICS



DISTRIBUTOR: Blittersoft, Power Computing, Gasteiner, etc.
PRICE: £54.95 , Buddha £44.95
REQUIREMENTS: A1200/A4000 or Zorro

SPEED: ●●●●○
As you can tell from the stats, it moves.

MANUAL: ●●●○○
Basic instructions are all you need

ACCESSIBILITY: ●●●●●
Simple to install and use. Once it's in, you can forget about it.

FEATURES: ●●●●○
Connect two drives and run at speed

VALUE: ●●●●○
Not expensive when you consider the cost of a new Amiga HD drive...

OVERALL VERDICT:
An ingenious and excellent new solution to an age old problem

90%

Surface Effectors

A plug-in for *Lightwave* that really raises the rendering stakes? Ben Vost investigates.

Without Internet access or a subscription to VTU or *Lightwave Pro*, you probably won't have heard of *Surface Effectors* by Prem Subrahmanyam. And that's a real shame because it adds facilities to *Lightwave* that I've only dreamed of.

One of the biggest tricks to perform in *Lightwave* in the past, and the topic of much discussion in the mailing list, was how to create the impression of a pen creating handwriting on paper. This is a bit of an archetypal problem and related issues were: how to burn a hole through an object with animation, or lay down skidmarks from a car. *Surface Effectors* is the answer to all these problems and many more. So, what is it? Well, *Surface Effectors* is a plug-in shader interface that allows you to use null objects with special object names to dynamically alter surface attributes for the objects in your scene.

STEP-BY-STEP SCENE

The scene shown on this page is made with one object and two nulls. The object is a plane with the text stencilled into it so that it can have a different surface name. The plane is given a 200 blue colour but no other attributes are changed. The text is given the same colour. Both surfaces have the *Surface Effectors* shader in use.

The first effector null is the one that changes the text colour from blue to bright red and has the following object name:

S_E LightUp R=255 G=0 B=0 L=1 DT=0.8 TF=1 Min=0 Max=2 tg=2

The first part is the name and the R,G and B values affect the colour of the surface. The DT and TF affect how the dynamic trail work; in this instance it means that the colour will be 80 per cent faded in a second. The min and max values show the



"Surface Effectors... adds facilities to Lightwave that I've only dreamed of."

CAUSE AND EFFECT

As it stands, *Surface Effectors* is designed to modify existing algorithmic and bitmapped textures applied to your objects in *Lightwave*. The only "texture" supplied by *SE* is a fractal noise texture. This works beautifully over time, in three dimensions, giving you the ability to create smoke effects or vapour trails, such as the ones in the example anim of the comet (see them on the CD).

Surface Effectors isn't very easy to get to grips with. It took me a while to understand the way that the effector nulls can have other nulls parented to them, that allow certain effector attributes to be changed dynamically. For instance, you can have a surface effector that changes a surface colour to red, like the one shown in the example, but add a sub-null which is parented to the colour null and is just called Colr. Then, by positioning this new null at points in the scene that correlate to colour information (i.e. x=255 y=0 and z=255 results in purple) and moving this new null during your scene, you can animate the kind of colour that the original effector null broadcasts, onto the surface it affects. There is a more friendly user interface (that only works with *LW5.0*) available for doing all this, but much like HTML, it is quite often quicker and easier to write the object names in by hand.

In conclusion, this is one of the best plug-ins I have ever seen for *Lightwave*, and at the price, it should be used by everyone.



radius (in metres) of the effect of the null, and the TG attribute is for objects that have multiple surfaces with effectors only affecting certain surfaces.

The second effector, the one that creates the green zig-zag line that crosses the plane, is named as follows:

SurfEff GreenBlob r=0 b=0 G=255 Min=0 Max=.35 DT=3 TF=3 tg=1

You can see that the Dynamic Trail value (DT) is much higher, resulting in a much swifter fall-off of the trail – roughly a third of a second.

The first null crosses the plane in a diagonal path following the text and the second performs a zig-zag motion across the plane. The green line "fades" in and out at beginning and end because I started it further away from the plane and thus less in its sphere of influence.



MACHINES TESTED ON...

A3000T
- CStorm II 060
- 82Mb RAM
- Picasso IV
- Lightwave 5.0

A4000-040
- 18Mb RAM
- Lightwave 5.0

DISTRIBUTOR: Prem Subrahmanyam 001 904 575 6051 between 11am and 6PM Eastern Daily Time (GMT-5) only!
http://star.noblestar.net/~prems/ppp.html
Email: prems@star.noblestar.net
PRICE: $99.95
REQUIREMENTS: Lightwave 4 or 5

SPEED: ●●●●●
Doesn't slow *Lightwave* down at all.

MANUAL: ●●●●○
Not bad, but it could be better.

ACCESSIBILITY: ●●●○○
Tricky to get to grips with but still loads easier than *Imagine*'s texturing!

FEATURES: ●●●●●
It adds loads of features to an already feature-rich program.

VALUE: ●●●●○
99 bucks for this is laughable!

OVERALL VERDICT:
Gives *Lightwave* a wow factor unmatched by any other 3D package.

95%

Olympus Power MO & Maxtor 5Gb IDE

Ben Vost takes a look at two new storage ideas from Gasteiner

This month we received two new ways to extend the storage capacity of your Amiga. One was just a hard drive so we put it back in the box for a bit, not really looking at it for too long. The other seemed much sexier, so that was the one that caught our attention first. It's called the Olympus Power MO 230II and as the name suggests it's a magneto optical drive. But unlike ones we've seen before, this drive gives the Zip a good run for its money in the good looks stakes. As you can see from the pics, it's a sleek black device that's designed to sit flat or vertically in a stand and unlike the Zip, it can also be set to any SCSI ID thanks to a little rotary switch discreetly hidden away under a flush panel on the side of the drive. Like the Zip, it has two 25-pin D-Sub SCSI connectors on the rear and it comes with a rather odd power supply which attaches by a short cable to the drive at one end and has a standard plug lead at the other end. The only problem with this method is that for us, the PSU box kept falling off the cramped desk and yanking on the MO drive. But why all the comparisons with the Zip drive? Although the MO is about three times more expensive than the Zip itself, the cartridges are priced similarly, with the MO having the edge on price and seriously beating the Zip drive's 100Mb capacity.

MOUNT UP

To mount the MO drive requires you to boot for the first time with a cartridge inserted, so that HDToolbox will recognise it and allow you to format it, but other than that you can use *SCSIMounter* to mount the drive if you attach it to the chain after your Amiga has booted. All in all, it's a very pleasant drive and certainly a great deal faster than previous MO drives we've seen.

Once we'd finished playing with the nice-looking MO we were sure there was something else. Oh yes, that hard drive. Ho hum. (At least, that's what we thought until we saw the specs on the drive and its price). This unassuming little silver box is actually a five gig IDE hard drive! That's right, five gig. And, of course, it goes like the wind. The reason for this is that the drive is the same physical size as a smaller drive, but it's a higher capacity. This means that the blocks on the drive are squished closer together and so it takes less time for the heads to get from block to block. This, as you've no doubt already guessed, results in faster access and read and write times.

But the fact that this hard drive has more capacity than most people will probably ever need is not the surprising thing about it. The best bit is the price at which you can purchase this piece of digital real estate. Because this 5Gb drive retails for just £329 – half the price I paid for my first gigabyte of storage – a Hitachi SCSI drive. There's only one caveat, and that's not only easily circumventable, it probably won't even occur. There's a 4.3 Gb limit on partitions on the Amiga, but as long as you have a few partitions on this drive, you're never going to run into trouble. Other than that this drive's no different from any other IDE unit and behaves in the same way, only faster.

AMIGA GOLD FORMAT



Doesn't look like much does it? But this little beauty can give you a whole five gig of storage space.



Sleek, black and sexy, that's what the Olympus Power MO drive is.

MAXTOR 5GB DRIVE

DISTRIBUTOR: Gasteiner Technologies 0181 345 6000
PRICE: £329
REQUIREMENTS: IDE controller

OVERALL VERDICT:
Great value and top speed.

92%

OLYMPUS POWER MO II DRIVE

DISTRIBUTOR: Gasteiner Technologies 0181 345 6000
PRICE: £299 £10 per 230Mb cartridge
REQUIREMENTS: SCSI controller

SPEED: ●●●○○
Pretty speedy for a MO.

MANUAL: ●●●○○
You don't need a manual, just plug in and go.

ACCESSIBILITY: ●●●●●
Easy peasy lemon squeezy.

FEATURES: ●●●●●
High capacity, fast, easy to use.

VALUE: ●●●●○
Although the drive is expensive, the media are cheap.

OVERALL VERDICT:
Solid value for money if you get through a lot of media.

85%

The Whippet

HiSoft's latest peripheral claims to offer drastically improved surfing speeds, but can it live up to its promises? Dave Cusick finds out.

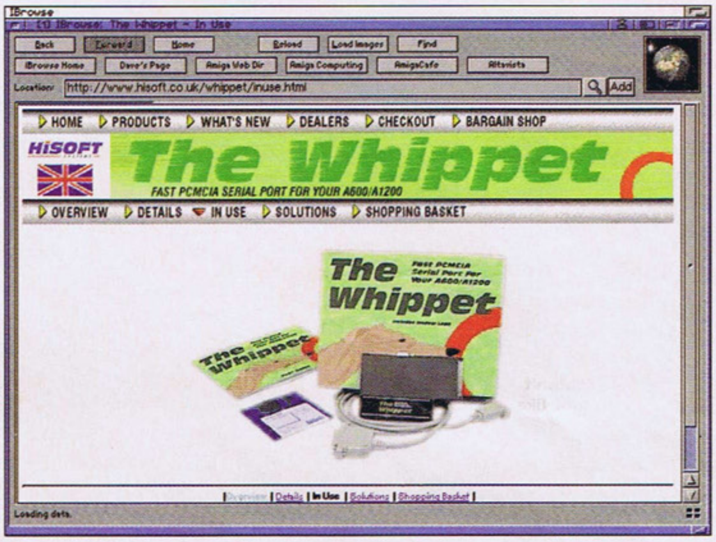
The standard Amiga serial port is – not to beat about the bush – rather poor. It can often prove something of a bottleneck because it's simply incapable of dealing with the rate at which data could theoretically be transmitted through it. For instance, in an ideal world anyone using one of the latest 33.6k modems would set their Amiga up to run at 115,200 bits per second – since computers should generally be set to transmit at around four times the modem transmission rate, to allow for peak performance with a 4:1 data compression ratio. In reality though the standard Amiga serial port can rarely sustain 38,400 bits reliably, even on a fast machine.

The Whippet is a greatly improved serial port interface which is capable of 57,600 bps on a standard A600 and 115,200 bps on a standard A1200. Owners of accelerator cards could even set their machines up to use 230,400 bps, although in practice you would need a blindingly fast modem to make the most of this. Further, using high resolution screenmodes with plenty of colours will mean that the serial port will not run as quickly. Nevertheless, the Whippet offers massive speed improvements for frustrated 28.8k and 33.6k modem users.

"The Whippet is capable of 57,600 bps on an A600 and 115,200 bps on an A1200."

Externally The Whippet bears more than a passing resemblance to HiSoft's best-selling Squirrel SCSI interface. It's made out of black plastic and has a slightly flimsy feel about it, but it fits snugly enough into the PCMCIA socket on the side of the Amiga. The advantage of using the PCMCIA socket is that you can simply slot The Whippet in and you won't have to worry about opening up your Amiga to install it. The disadvantage is that if you happen to own a hard drive or SCSI adapter such as the Squirrel then you will obviously not be able to use The Whippet at the same time – in this case you would be better off investing in a SurfSquirrel instead since it combines the roles of the Squirrel and The Whippet.

The Whippet actually has a 9-pin D-type serial port instead of the 25-pin variety found on the Amiga itself. 9-pin serial ports are something of an industry standard these days, and a 9-pin to 25-pin serial lead is supplied to enable you to connect your modem to the socket.



On graphically intensive pages your CPU speed will still be a big factor, but The Whippet certainly makes a significant difference to performance.

FLAT CAP

The superbly written manual includes helpful information about the way in which modems and serial interfaces actually work, which will prove extremely useful to Net novices, as well as details of the pinouts on the Whippet's serial socket. The package also contains demonstration versions of the comms program *Termite* and the all-in-one Internet bundle *Net&Web*.

In use The Whippet makes a noticeable difference, although exactly how significant the speed increases are is also dependent on the speed of your CPU and your modem. The Internet itself also proves a limiting factor, as does the quality of the telephone connection to your Internet Service Provider, so while in practice it's rare to obtain the maximum speed of which your modem is capable, the Whippet does at least ensure that your Amiga doesn't delay things further.

INSTALLATION

There is an installation program included on the accompanying disk, which copies the a device driver into the Devs: drawer on your hard drive. It's worth noting that any device drivers you may have installed for other PCMCIA-socket hardware will have to be removed prior to the installation of the new drivers, or you'll find that your Amiga cannot find The Whippet.

There is a test program called *The Hare* on the installation floppy disk which can be run at this stage to check that everything is in working order. Assuming it is, the next step is to configure your TCP software to use whippet.device instead of the standard serial.device or any replacement device you previously used. This is simply a case of changing one string in your TCP preferences program, whether you happen to be using *AmiTCP, Miami* or *TermiteTCP.* While you're about it, you can crank up the baud rate used, according to how fast your Amiga is and what speed modem you happen to own, as mentioned in the main copy. Guidelines on appropriate values are also included in the excellent manual.

Distributor: HiSoft 01525 718181
PRICE: £49.95
REQUIREMENTS: A600 or A1200, 1Mb, Workbench 2.04+

SPEED: ●●●●○
You'll certainly notice the difference, even on slower machines.

MANUAL: ●●●●●
Very informative and readable, and suitable for beginners as well as experienced users.

ACCESSIBILITY: ●●●●○
Setting your Net software up to use it is a fairly straightforward process.

FEATURES: ●●●●○
It does what it's supposed to do, and it does it well.

VALUE: ●●●●○
It's cheaper than buying a faster modem.

OVERALL VERDICT:
A well-designed piece of kit which is everything the standard Amiga serial port should have been.

88%

CD-ROM round-up

With deft expertise, CD-ROM maestro **Nick Veitch** spins those wheels of steel and gives us the verdict...

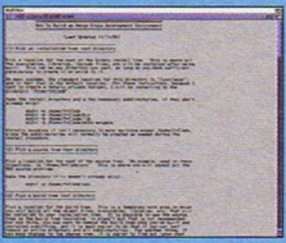
GEEK GADGETS 2

Weird Science 0116 234 0682

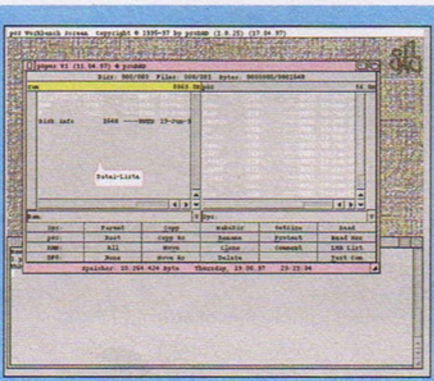
AMIGA GOLD FORMAT

The self-effacing title of the disk undersells what is actually an excellent development compilation, perhaps more accurately titled the Amiga Developers Environment.

The first disk of the series wasn't released long ago, but there are many additions and improvements already. The compilers have reacted well to the criticisms levelled at the first volume, and made an effort to begin the gargantuan task of documenting the files on the CD.

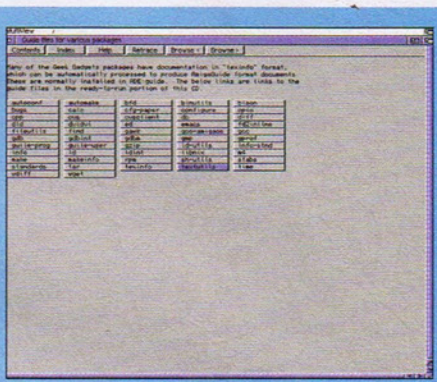


Some of the highlights are the latest versions of the ixemul library, the Kaffe Java interpreter, an updated version of Perl, a PowerPC compatible C compiler and the latest implementation of X-Windows.



This alpha release of *p.OS* includes a few examples of applications like *pOpus* shown here.

Possibly of interest to developers is the inclusion of a special alpha version of *p.OS*, the replacement operating system from ProDAD. Although there aren't a heap of applications to test under the OS, and it is a bit slow, there is plenty of documentation to enable you to get your own favourite applications ready for release. Example source, libraries, includes and extensive RKMs are included to help you out.



It isn't much, but it's a start. This AmigaGuide provides some documentation for the many files.

Again, one thing which could greatly improve this CD is more documentation, but the guides which do exist so far are excellent.

VERDICT 90% £19.95

AGA EXPERIENCE VOL 3

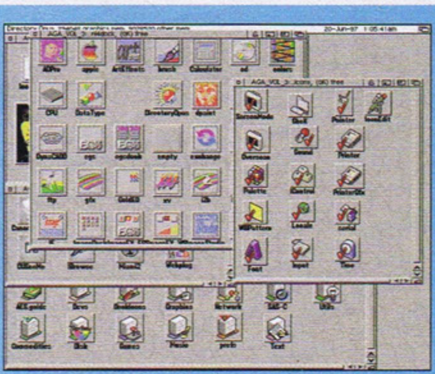
Sadeness 01263 722169

AMIGA GOLD FORMAT

We gave the first of this CD-ROM series away with our first double CD issue.

The developers have assumed that you have an AGA machine, and the CD provides the best collection of tools, utilities, games, icons and pictures for it, as well as music files, and games and demos which will work under ECS, so you don't *have* to have an A1200/A4000.

There's a wealth of new and old-looking tools on here. Highlights include the SCSIbench speed tester, *Plotter 3D*, *ZJtools*, the *AmiBase* database system and *GFX LAB 24*. There's a full version of *X-Cad 2000* on there too, which may be useful for any engineering or technical drawing students out there.



If you like *NewIcons*, there are plenty here for you to fill up your hard drive with.

As usual, there are numerous top quality pictures. Some seem out of date, (already released screenshots of *Hellpigs* and *Nemac*), but they're worth a look.

If it's pics of top models and actresses you want, check out the 27Mb demo of *Women of the Web*, which is linked in to the on-line documentation for the disc.

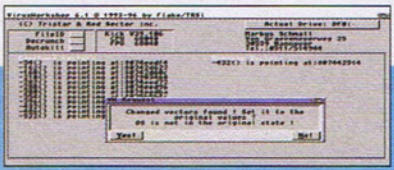
While HTML gives a nice display, it has two major disadvantages. Firstly you have to run a Web browser to read it. The default used seems to be the old version of *AWeb*, as this is the only one which is likely to run on an unexpanded A1200. It is pushing the limits memory-wise. Secondly, it is currently impossible to run programs directly from the documentation, unlike AmigaGuide, (see the *AGA Toolkit '97* for an excellent example of this in action).



The Anime version of Dolly Parton checks her locks for body and hold in one of the many pictures.

While perhaps not quite as exciting as previous editions, this is still definitely worth getting hold of.

VERDICT 90% £14.95



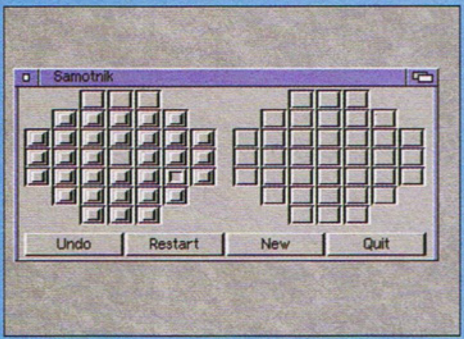
EUROCD 2

Weird Science 0116 234 0682

This is, rather obviously, the second in a series of Eurocentric CDs, showing off the best of European Demos, tools, utilities, pictures and Mods. At 583Mb in size it is a little on the light side, especially considering that none of the files on here are compressed.

The largest drawer on this CD is artwork – over 140Mb of it. It has to be said that many of the pics on here are truly excellent, but they are also, as far as I could gather, also all available on the Aminet CDs or from the Aminet site itself.

The same could be said of nearly everything else that is featured on the CD, though at least here you have it in a ready-to-run form, which may be an advantage to people with limited memory or patience.



Samotnik, a *Solitaire* variant, will drive you completely barmy.



One of the many mini intros to be found in the Demo drawer of this CD.

While it seems like a reasonable idea to gather together the "best of Europe," especially the Demos, there seems little point unless there is at least some unique material or another added-value device. To be fair, the compilers do ask for submissions, and they even have a Website for users to upload stuff to http://www.compcity.nl/eurocd, but I suppose anyone who does send in stuff must be also posting it to Aminet.

So basically this CD boils down to yet another compilation of stuff from Aminet. A reasonable collection of stuff, and one that for the most part seems to work without too much trouble, but then again there is no index and no search facility.

VERDICT
65%
£11.99

Issue 100 Giveaway!

No reason to be sad!

How would you like to win a copy of *AGA Experience 3* and the *Hidden Truth*? Well, Sadeness have given us ten of each to give away. Send your self-addressed postcard to:

AF100 Sad draw
Sadeness Software
13 Russel Terrace
Mundesley
Norfolk NR11 8LJ

For competition rules and regs see page 9.

worth £400!

AMINET 19

Weird Science 0116 234 0682

AMIGA GOLD FORMAT

It seems surprising the amount of stuff which gets posted on the Aminet.

In amongst everything else, there's a huge contingent of games-related material on this CD, from actual Shareware games such as the esoteric *Train_Driver*, to the entertaining *WBTiles* and the, frankly sad, *Nautilus*.

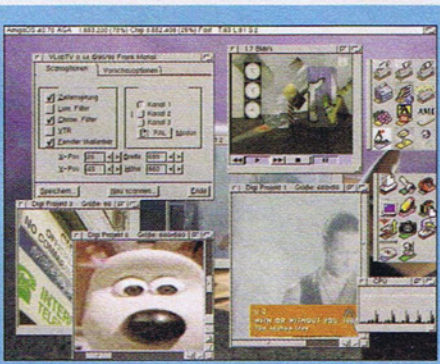
There are also a lot of *Worms* levels, *XTR* racing tracks, hints and cheats and the latest version of the rather excellent *F1GPEd* utility from Oliver Roberts.

On the utility front you will find such indispensables as *CDXLGUI*, which brings a much needed front end to Commodore's CDXL player, the phenomenal *Amibroker* stock management software and the potentially useful *HotStartup*.

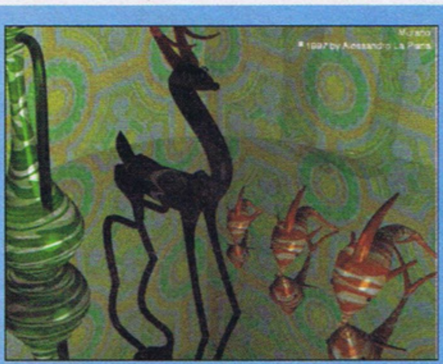
There are, as ever, tons of MODs which are always difficult to describe. Suffice to say they range from the melodic to the nasty. There are also some excellent music utilities, including the *OctaMED* substitute, *Symphonie Jr*, and a few new sample editors.



Design your own game maps with *Power Crawler*.



A Cybergraphics compatible V-Lab grabbing system is just one of the utilities on here.



There are nearly 240Mb of excellent artwork on this CD, but not all of it is as good as this.

If you're after pictures, you won't be disappointed either, as there are 239Mb worth on here. They are of variable quality, but so many are just fantastic that it seems harsh to gripe about the odd turkey.

Also included are two full commercial programs, the first of which should be familiar to regular readers – *CanDo*. Version 2.5 of this excellent multimedia authoring system appeared on our own cover CDs *AFCD1* and *AFCD2*. If you don't have either of these issues, you might consider the Aminet CD, as it is now impossible to get the back issues for those particular CDs.

The second "full program" is *Amiatlas*, an excellent route-planner come interactive map. Unfortunately the version on this CD is German only. This is a little odd, as at least the Shareware demo version of 2.0 had an English catalogue with it, which 1.3 does not. I'm sure it'll be useful to everyone in Germany though.

I can't see any reason why any future *Aminet* CDs would score less than an *AF* Gold. The amount of Shareware and the incredible AmigaGuide front end, not to mention the powerful search feature is enough to strike gold alone, irrespective of whether there is any commercial software included.

VERDICT
90%
£14.99

POWER PC TECHNOLOGY, POWER PC SPEED and POWER PC PERFORMANCE
FOR YOUR AMIGA A1200, A1500, A2000, A3000 or A4000 from Harwoods

NEW...

POWER UP

AMIGA™ GOES POWERPC™

POWER UP YOUR AMIGA...

*A further dimension is being added to Amigas with our new PowerPC based **BLIZZARD POWER BOARDS** for A1200, A1200 based Tower Systems and A1500/2000 systems along with the new **CYBERSTORM PPC** for A3000/4000 systems. You'll now be able to benefit from performance many times beyond the speed of the fastest 680x0 based boards.*

Designed as upgrades for existing systems, **Power Boards** incorporate innovative dual processor technology where a fast PowerPC RISC processor is combined with a 68k CPU, dynamically sharing memory and system busses.

While the original AmigaOS 3.x continues to run on the 68K CPU, supporting existing applications to provide backward compatibility, the PowerPC CPU is backed by comprehensive PPC Libraries which provide the functionality to integrate PowerPC into an Amiga multitasking environment.

Software developers can easily optimise their programs, step by step, porting single tasks to PowerPC code, which then run in parallel with 68k tasks. Leading Amiga software vendors are preparing ported or optimised versions of their software packages already. It is anticipated that a large quantity of software products supporting the PowerPC will be available soon.

Power Boards will be delivered with a comprehensive suite of utilities, including the PPC library, as well as tools for creative users. Among them is a Public Domain GNU C compiler for PowerPC (including sourcecode), many demo programs and utilities with sourcecode. In addition to this software, free developer support is available via FTP site.

Last but not least, a PowerPC optimised version of CyberGraphX V3 with RISC optimised CyberGL/3D plus MPEG functions and libraries is included (along with a special GGX driver to support the AGA chipset) with full and comprehensive documentation.

	Blizzard 603e PowerBoard	Blizzard 603e+ PowerBoard	Blizzard 2604 PowerBoard	Cyberstorm PPC
PowerPC CPU	603e	603e	604e	604e
Clock Speed	175MHz	200MHz	150-200MHz	150-200MHz
Companion CPU	68030 50MHz	68040/68060 25-50MHz	68040/68060 25-50MHz	68040/68060 25-50MHz
Est. PPC Performance	@ 175MHz	@ 200MHz	@ 200MHz	@ 200MHz
MIPS	Approx. 250*	Approx. 280*	Approx. 350*	Approx. 350*
SpecFP95	Approx. 3.1	Approx. 3.5	Approx. 7.1	Approx. 7.1
Memory Option	Max. 64Mb	Max. 64Mb	Max. 128Mb	Max. 128Mb
SIMM Sockets	1	1	4	4
SCSI On Board	Fast SCSI-II	Fast SCSI-II	Ultra Wide	Ultra Wide
Amiga Compatibility	A1200(+T)	A1200(+T)	A1500/2000	A3000/4000(+T)
Est. Availability	Summer '97	Summer '97	Summer '97	Summer '97
from Prices	from £280*	from £329*	from £490*	from £460*

Blizzard 603e Power Board - A1200(+T)

The new Blizzard 603e Power Board is an inexpensive Power Up Accelerator for A1200 system owners who already have a board with a socketed full 50MHz 68030+MMU processor (these CPUs have a gold finish to the top surface) eg.50MHz Blizzard 1230-II, III, IV or similar. Featuring a 175MHz PowerPC 603e RISC CPU, the board has a socket for the 50MHz 68030, expansion capabilities of up to 64Mb high speed memory and built in SCSI-II controller.

Imagine the performance from your A1200 with this low cost board!

Blizzard 603e+ Power Board - A1200(+T)

The Blizzard 603e+ Power Board is the highest spec Power Up Accelerator for A1200 systems. Featuring a 200MHz PowerPC 603e RISC CPU, the board has a socket for a companion 68040 or 68060 CPU, expansion capabilities up to 64Mb of high speed memory and built in SCSI-II controller. This board is ideally suited to those owners who already use an accelerator with either a 68040 or 68060 CPU (ie. Blizzard 1240T/ERC or Blizzard 1260 owners or their equivalents)

If you want the BEST from YOUR Amiga A1200 - this is it!

Blizzard 2604 Power Board - A1500/2000

If you own either an A1500 or A2000 you can now take advantage of PowerPC technology with this 604e CPU RISC based board which has a socket for a companion 68040 or 68060 CPU, expansion capabilities up to 128Mb of high speed 64-Bit memory, built in Ultra-Wide SCSI controller and a high performance expansion slot for expansions such as the CyberVision PPC. This board is ideal for owners of accelerators with 68040 or 68060 processors such as the Blizzard 2040 or Blizzard 2060 owners (or their equivalents).

Want the BEST from YOUR Amiga A1500/2000? - Look no further!

CyberStorm PPC Board - A3000/4000(+T)

CyberStorm PPC is the ultimate accelerator for Amiga 3000[T], 4000[T] and systems with compatible CPU slots, offer blistering 604e performance - more than 10 times faster than any 68k based accelerator on sale today! Available with clock speeds of 150, 180 and 200MHz, the companion socket for the 68k processor accepts either a 68040 or 68060 CPU. The board provides 64-bit wide extremely fast memory expansion using pairs of standard SIMMs, dynamically shared by the two CPUs. Additionally, CyberStorm PPC comes with a DMA driven Wide ULTRA SCSI controller on board offering transfer rates of up to 40Mb/sec for even the most demanding of professional applications. A 32Bit high speed expansion connector, with DMA access to the main memory, is also provided for later upgradeability.

The 200MHz version of the CyberStorm PPC provides performance of more than 350 MIPS or approximately 8.1 SPECint95 and 7.1 SPECfp95*... breathtaking speed that goes far beyond that offered by most PC systems. In the second half of the year, an advanced graphics board will become available for the CyberStorm PPC expansion slot, providing a subset of the innovative CAIPIRINHA custom chip. By having a stand alone version of the DLRP (Display List Risc Processor), this board will offer superior display capabilities through higher VRAM-based resolutions, pixel depths and speeds, as well as the potential to begin developing software supporting the functionality of the forthcoming A\BOX system.

PRICING AND AVAILABILITY:

Options with or without 68k CPUs will allow users to fit the CPU from their existing accelerator. Special prices will be available to both BLIZZARD and CYBERSTORM board users. Delivery of Power Boards is scheduled for Summer 1997 following finalisation of CE approvals. Call now for full details.

**Quoted performance figures are estimations based on specifications from Motorola/IBM and are relevant to the PowerPC processor only.*

**Registered Blizzard and CyberStorm users' upgrade prices assuming use of processor from users' own board. Owners of other makes of board or those who don't already have an appropriate CPU - please call for prices.*

Harwoods... always the Fastest Amiga Boards and NOW PowerPC Technology for Amigas too!



CHECK OUT... NEW LOWER PRICES ACROSS THE RANGE OF BLIZZARD AND CYBER PRODUCTS!

CYBER BLIZZARD SPEED

STILL THE FASTEST, NOW LOWER PRICED, NO ONE ELSE COMES CLOSE!

CYBERVISION 64/3D

64-Bit ENGINE A2000/3000/4000 (T Series) 3D VERSION 24-Bit COLOUR ACCELERATED GRAPHICS CARD.

For all Zorro-3 and Tower System A1200s with Zorro II backplanes.

LOWER PRICES!

The core of this great board is the VIRGE GRAPHICS CHIP from S3. With 3D capabilities, it's able to process complex 3D functions in hardware (eg. shaded & textured surfaces) with Trilinear Filtering and Shading/Fogging for super realistic Real Time 3D Rendering. When used with CyberGraphX 3D library, Cybervision 64/3D can even offer a broad range of 3D facilities for any software developer.

CyberVISION 64/3D... 4Mb Version — £169.95

MPEG Decoder - added to the Feature Connector to provide real time MPEG audio and video decoding at full size custom screens or, in Workbench windows (HQ display using 16/24Bit modes from CyberGraphX Workbench). Stereo audio output is provided via the supplied dedicated line output jack. Upgrade to a Cybervision 64/3D and MPEG bundle (from previous Cybervision 64) for a special low price! — £149.95

Monitor Switcher - with integrated scan line doubler. Designed to fit into the Amiga slot, this gives full automatic switchover from the standard Amiga signal to Cybervision 64/3D's output. Both cards may be fitted inside A3000/4000 models leaving three Zorro-III slots free. — £79.95

CYBERSTORM II

CAN BE EXPANDED TO A FULL 68060

AMIGA 68040ERC AND 68060 ACCELERATORS

You can choose between the 68040/40ERC Cyberstorm II or the ultra powerful 68060 version. When you fit a Cyberstorm II 68060 Accelerator to YOUR A3000, A3000T, A4000 or A4000T you can for example, render a graphic with Imagine 2.0 software in just 2.4 minutes! Compare that with 10.34 minutes on a standard A4000 '040/25! With no jumpers, both Cyberstorm II models are fully plug and play and, A4000 users even have the option of a SCSI-2 Module if they wish (A3000s already have SCSI built in).

- Up to 128Mb of standard SIMMs can be installed and you can even transfer the 72Pin SIMMs from your Amiga A4000 straight onto your new Cyberstorm.
- Optional SCSI-2 Module
- If your budget currently only covers the cost of Cyberstorm II 68040ERC, you can always upgrade later to the full 68060 processor for the extra power!

LOWER PRICES!

Cyberstorm II 68040/40 40MHz 68040ERC - 0Mb, Expandable to 128Mb — £299.95
Cyberstorm II 68060/50 50MHz 68060 - 0Mb, Expandable to 128Mb — £449.95
Cyberstorm II SCSI-2 Module — £79.95
Cyberstorm II SIMM RAM Expansions (Please call for a range of SIMM prices) — £Call

1240T/ERC TURBO ACCELERATOR MEMORY BOARD

A1200T* TURBO ACCELERATOR and MMU/FPU for *TOWER SYSTEMS
40MHz 68040 - 0Mb Standard, expandable to 128/256Mb
30MIPS with 60 Nanosecond SIMM fitted.

CAN BE EXPANDED TO A FULL 68060

A super LOW COST A1200 Turbo Accelerator Board, ideal for housing on any *Tower System A1200 main board (mechanical dimensions, high power consumption and heat emission require an active cooling cap, we therefore do NOT recommend fitting to standard A1200s without the appropriate modifications etc.). The "ERC" Processors used on these boards are recycled and vigorously tested 68040 CPUs operating at 40MHz with MMU/FPU - an excellent guaranteed and competitively priced alternative. Available options such as the SCSI-IV Kit and RAM are shared with the Blizzard 1230-IV and 1260.

LOWER PRICE!

Blizzard 1240T/ERC Turbo 40MHz 68040 and MMU/FPU, 0Mb 32Bit Fast RAM, exp. to 128/256Mb — £199.95

2040ERC TURBO ACCELERATOR MEMORY BOARD

A1500/2000 TURBO ACCELERATOR and MMU/FPU
40MHz 68040 - 0Mb Standard, expandable to 128Mb
30MIPS with 60 Nanosecond SIMM fitted.

The Blizzard 2040ERC is a super LOW COST board which offers A1500/2000 owners the opportunity to upgrade to the same performance as the Blizzard 1240T/ERC Board. Users will then be able to enjoy full A4000/040 power as well as take advantage of the built in SCSI-2 interface. The "ERC" Processors used on these boards are recycled and vigorously tested 68040 CPUs operating at 40MHz with MMU/FPU - excellent guaranteed competitively priced alternative.

CAN BE EXPANDED TO A FULL 68060

Blizzard 2040ERC Turbo
40MHz 68040 and MMU/FPU, 0Mb 32Bit Fast RAM, exp. to 128Mb — £299.95

LOWER PRICE!

1260 TURBO ACCELERATOR MEMORY BOARD

EASY TRAPDOOR INSTALLATION... No modification necessary. Reliable low heat output.

A1200 TURBO ACCELERATOR and MMU/FPU
50MHz 68060 - 0Mb Standard, expandable to 64/192Mb
38.71MIPS with single sided 60/70 Nanosecond SIMM fitted.

Offers Amiga A1200 owners FULL 68060 POWER with a board that simply plugs into the trapdoor slot. Your A1200 will then operate at TWICE or even THREE TIMES THE SPEED of an '040 based upgrade and up to FIVE TIMES THE SPEED of a standard A4000! Available options such as the SCSI-IV Kit and RAM are shared with the Blizzard 1230-IV and 1260.

Blizzard 1260 Turbo 50MHz 68060 and MMU/FPU, 0Mb 32Bit Fast RAM, exp. to 64/192Mb — £349.95

LOWER PRICE!

2060 TURBO ACCELERATOR MEMORY BOARD

A1500/2000 TURBO ACCELERATOR and MMU/FPU
50MHz 68060 - 0Mb Standard, expandable to 128Mb
38.71MIPS with 60/70 Nanosecond SIMM fitted.

Offers Amiga A1500/2000 owners the same specification as the remarkable Blizzard 1260 Turbo (A1500/2000s will operate at up to FIVE TIMES THE SPEED of a standard A4000) with FULL 68060 POWER and also includes built in SCSI-2 interface!

Blizzard 2060 Turbo
50MHz 68060 and MMU/FPU with SCSI-2, 0Mb 32Bit Fast RAM, exp to 128Mb — £499.95

LOWER PRICE!

1230-IV TURBO ACCELERATOR MEMORY BOARD

EASY TRAPDOOR INSTALLATION... No modification necessary. Reliable low heat output.

A1200 TURBO ACCELERATOR and MMU
50MHz 68030 - 0Mb Standard, expandable to 128/256Mb
9.91MIPS with 60 Nanosecond SIMM fitted.

The highest performing 68030 Accelerator available for your A1200. With its 50MHz 68030 and MMU, the 1230-IV offers BETTER PERFORMANCE at a LOWER PRICE. With a SysInfo rating of 9.91 (using a 60 n/s SIMM) you can see the 1230-IV is very fast... a performance gain of up to 500% is achieved! Via its Fast Expansion Bus, an optional SCSI-2 Controller module can easily be fitted. An industry standard SIMM socket provides for up to 128Mb of auto-configuring 32Bit Fast RAM (up to 256Mb with the SCSI-2 option using its extra SIMM socket).

LOWER PRICES!

Blizzard 1230-IV Turbo 50MHz 68030 and MMU, 0Mb 32Bit Fast RAM, exp. to 128/256Mb — £99.95
Fast 60 Nanosecond SIMM RAM Expansions - 32Bit, 72Pin — £Call
Motorola Maths Co-Processor - 68882 PGA type FPU, 50MHz — £49.95

MOTOROLA MOTIVATED

Blizzard and Cyberstorm products use MOTOROLA 680X0 and PowerPC series processors. They run **WITHIN** the electrical timing specification laid down by Motorola to prevent any possible overheating/reliability problems. So, when you pay for a 50MHz CPU for example, that's exactly what you get... not a 40, 33 or even a 25MHz CPU "clocked" to 50MHz! Look out for the **MOTOROLA MOTIVATED** logo - your guarantee of our commitment to quality and reliability - **BEWARE** of "clocked" CPUs! T/ERC and ERC processors used on selected boards are recycled and vigorously tested 68040 CPUs operating at 40MHz - an excellent guaranteed and competitively priced alternative.

BLIZZARD SCSI-IV KIT

SCSI-2 MODULE for 1230-IV, 1240T/ERC & 1260, & ADDITIONAL 128Mb SIMM SOCKET
(Fast SCSI-2 DMA Controller - upto 10Mb/s transfer rates with additional SIMM socket/extra RAM)

Blizzard SCSI-IV Kit — £79.95

What the Magazines think...

Blizzard products have consistently achieved the highest magazine accolades and awards!

Amiga Shopper *"...1260 is destined to become the ultimate object of desire for A1200 owners."* - **91% STAR BUY Award**
Amiga Computing *"...If you want the fastest Amiga in the World, get this board."* - **92% BLUE CHIP Rating**
Amiga Format *"...Ride on the fastest A1200 in the World..."* - **95% GOLD Rating**

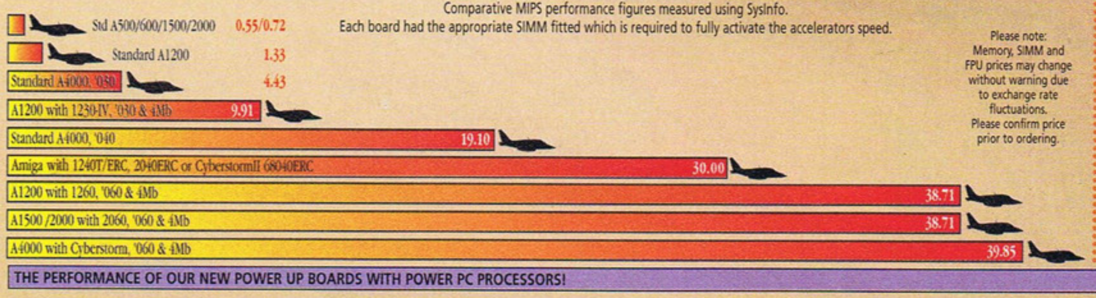
OUR RANGE HAS WON MORE AWARDS THAN ANY OTHER

1230-IV, 1240T/ERC and 1260 FEATURES

- May be disabled with simple keystroke on boot up - for full games compatibility, even badly programmed/older software
- Battery backed self re-charge Real Time Clock
- High performance expansion with full 32Bit wide DMA
- Easy trapdoor installation - no modifications required (1240T/ERC fits in Tower)
- 1230-IV features PGA FPU socket allowing optional 50MHz 68882 FPU

JUST COMPARE THE PERFORMANCE FIGURES FOR YOURSELF!

Comparative MIPS performance figures measured using SysInfo.
Each board had the appropriate SIMM fitted which is required to fully activate the accelerators speed.



Please note: Memory, SIMM and FPU prices may change without warning due to exchange rate fluctuations. Please confirm price prior to ordering.

Workbench

This month Graeme Sandiford delves deep into Amiga video and answers all your questions on genlocks. If you're nearing the end of your tether send any queries to: Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

ASSUME THE POSITION

I have an A1500 running Workbench 2 from a DH0: partition on my hard drive. My query concerns windows which open on the boot screen in addition to the usual drive icons. I have *VirusChecker* which opens a window in the same place every time I boot up and I have recently added *ToolsAlias* which opens a window which is partly hidden by *VirusChecker*. At times, both of these obscure some of the disk icons.

The disk and drive icons move themselves around so that they do not overlap but the two windows, that I mentioned above, always appear in the same place regardless. I know that I can drag them to a more convenient location in order to click on any buttons which may have been obscured but it is still annoying. I have tried using Snapshot Window or All, but although the drive light comes on briefly, on reboot they are back in the same place.

There doesn't seem to be any way of changing the window position within the *VirusChecker's* options or prefs and although *ToolsAlias* came complete with source code I don't seem to be able to find anything in it which refers to window position. Can anything be done? What about changing things on a floppy, and then re-installing that, to avoid disasters on my hard drive?

W. B. Tarbuck
Manchester

You can't store the position of the window which a program opens by using Snapshot, as Snapshot will only store the position of icons. Instead, you need to look at the way the program starts, and whether or not it looks at any files to determine its start position. Typically, well written applications will use their "Tooltypes". To examine them, highlight the icon and select "Information" or "Info" from the Icon menu. You may need to consult the documentation which came with the program, but many utilities allow you to control various aspects: including where the initial window opens. You may need to enter a new tooltype to achieve this.

SPEAK TO ME

A few friends from University and I are going to be producing a joint project over the summer, but I live in Hull and my friends live in Leeds and Warrington. We wish to communicate via our computers and are looking into the possibility of voice conferences via a modem. I have an Amiga and my friends have PCs.

Do voice modems allow you to dial up other peoples computers and talk to them? What hardware and software



No, voice modems don't talk to you. They can however act as answering machines.

A Quick guide to..

ACCELERATORS

1 The Amiga A1200 comes with a 14MHz Motorola 68020 CPU (Central Processor Unit) as standard, which is pretty slow by today's standards.

2 As the A1200's memory is initially all chip RAM, adding any extra memory will increase performance, as it doesn't have to be shared between the custom chips (which look after graphics, sound etc) and the CPU.

3 The A1200 will accept faster processors on cards which slot into the trapdoor. These speed up programs and hard disk access many times over.

4 An Amiga given a faster processor but no extra memory will show little improvement: it's essential to add memory at the same time.

5 The most common upgrade processor is the 68030, which runs faster than the 68020. It's also available in versions which have faster clocks (33MHz, 50MHz).

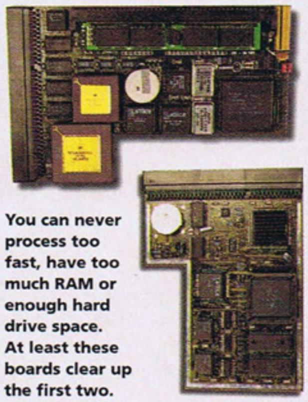
6 For image rendering and other mathematical programs, an FPU (or Floating Point Unit or Maths Coprocessor) can speed up operations considerably.

7 FPUs (usually 68882s) are available in two styles: Pin Gate Array (PGA) and Plastic Leadless Chip Carrier (PLCC), and which you use depends on the socket on your accelerator card. Some speeds of chip are only available in PLCC form.

8 The 68040 and 68060 CPUs have built in maths coprocessors.

9 The 68040 and 68060 run quite hot, and usually a miniature fan is used to cool them down.

10 The 68060 is the last in the Motorola 68K family. The next generation is the PowerPC processor, and there are already prototypes of Amiga accelerators based on this chip.



You can never process too fast, have too much RAM or enough hard drive space. At least these boards clear up the first two.

would I require and would it be very expensive? I have an A1200T, PPC603e and MC68030, 32Mb RAM, 1Gb hard drive, a Picasso graphics card and a x4/x8 speed CD-ROM drive.

Mark Duffill
Hull

No, the misnamed (in my view) voice modems aren't acting as telephones. Voice modems can act as telephone answering machines, when suitable software is running on the computer. The computer can pick up the call, replay a message and store any incoming messages on disk. I've only used PC software, but if you scour Aminet you might find something. Some modems will apparently allow speech to be transmitted at the same as data, but I've yet to see this demonstrated. At the moment, modem manufacturers are trying to make their modems faster in an effort to keep us all from buying ISDN. Little do they know that BT's pricing means that ISDN is too expensive for us anyway!

You're best bet is to either get Internet accounts and send each other electronic mail, or find a Bulletin Board which is common to all of you and send mail that way. Sending mail is often more productive than telephone conversations, as you can include source code, text, diagrams and so on. There are also programs which allow computers to share common "whiteboards" for live diagrams, but these only allow communications between two PCs or two Amigas.

CRASH HAPPY

I own an A1200 with a Blizzard 1230-IV with 2Mb fast RAM, and an old 170Mb IBM 3.5 hard drive. Recently, a program crashed and invalidated one of my hard disk partitions. Now, when I reboot, it runs the repair routine, but crashes after about a minute, which means that it does not have enough time to finish fixing the disk.

I have tried all the usual things; disabling the accelerator, removing the extra memory, removing the accelerator, removing all additional programs, etc. but it still crashes! Now the only way I can use the computer is by disabling the damaged partition (luckily it's not the boot partition). Please help, before I do something drastic!

Mike Roome
via email

It's a bad one, isn't it? I would have suggested that you check to make sure that it is really the hard drive at fault by disabling the broken partition using the boot up menu. However, you seem to be doing this anyway.

For some reason, the hard drive is really scuppered. All I can suggest is that you try to get in with a FORMAT QUICK command and sort the drive out before it crashes. It's possible that the hard drive is really actually broken at a hardware level, and that the Amiga won't be able to fix it. In any case, I think you'll have to say goodbye to the data stored on it. If you want to reformat it properly without the repair routine trying to validate it, install it temporarily into a PC and run FDISK on it. You'll lose all your data, but might get your hard drive back into a working state once more.

UPGRADE OR DIE!

I have an A1200 and an A2000 with a PicassoII – both have essential upgrades such as a CD-ROM and a hard drive. I have a few questions about upgrading to one big system that can efficiently; render in 3D, do 24-bit image editing and 16-bit sound editing. I also want to be able to use a Genlock and ChromaKey, do direct to video recording and play games.

I currently have a PC to do most of this but I prefer to use an Amiga whenever possible.

1. What do you think of Blittersoft's new PowerPC cards which have just come out for the A1200?
2. I like the look of the Infinitiv tower but would it be better to go for an A4000T. What do you think?
3. Will a PicassoII work connected to an A1200T ZorroII slot?
4. Does the Siamese system allow any Amiga to be set-up with a PC, or is it just the A1200 that is supported?
5. Is it possible to have an Amiga and a PC (running *Windows95*) sharing files, and or devices, on the same network using BNC cabling?

Adrian Bawn
Portsmouth

The Amiga can do everything that you need, although you might have to search for the necessary hardware. If you can find V-Lab Motion then you will be most of the way there.

1. The specs sound great. I look forward to actually seeing one, and more importantly, seeing it run some software.
2. If you want ZorroIII cards then you have no choice, go for the A4000 Tower.
3. Yes, it should do – that would be the entire point really, wouldn't it?
4. Any Amiga with a suitable SCSI interface can be used.
5. Yes, but you will need an Ethernet card for the Amiga and a utility called "Samba". If you are running OEM2 release of Windows95, or WindowsNT 3.51 and up, you will then be able to see the Amiga's hard drives appear as part of the Windows "Workgroup". And very impressive and useful it is too, let me tell you.

POWER UP!

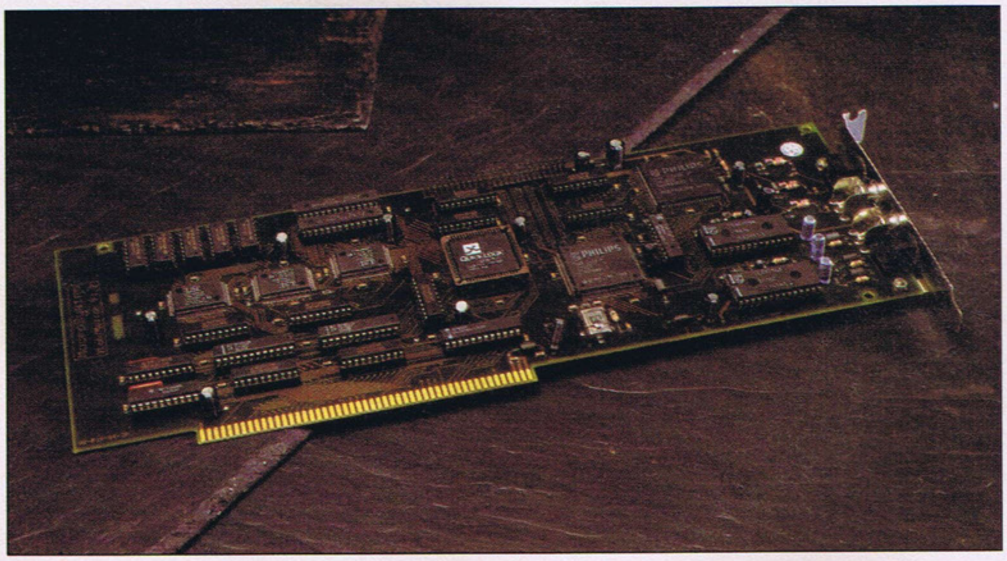
I have an A1200 with WB3.1, a 1.2Gb hard drive and an Epson FX-105 printer. I am currently thinking of buying the Phase 5 603e PPC accelerator.

1. How many SIMM sockets are there?
2. Where could I find a 68030 processor and how much would it cost?
3. Would I need to upgrade my PSU for use with my hard drive?
4. Does it come with a 6888x FPU or does it have a separate socket for one?
5. What software is due for release or in development for use with the 603e board?
6. Are there any PC emulators in development for use with the board and if so when will they be available? How fast are they expected to be compared with a real PC?
7. The 603e and the 68030 are supposed to be able to run in parallel, so could a PC emulator be written that would use the 603e to emulate the PC processor? The 68030 could emulate the screen in combination with the AGA chipset so that the 68030 would, in a way, become another graphics chip?

If so, could this not also be implemented in the programming of some hardware intensive games/applications so that each programmer could effectively program the 68030 to become a new custom chip to meet their own needs.

Andrew Miller
Lanarkshire

Continued overleaf ➡



MacroSystem's V-Lab Motion is a great way to make your own movies.

As no PowerPC cards have yet to come into the office for review, sadly it's not possible to answer your questions. Rest assured we will be trying to bring you the facts on this promised card as soon as we can. You should not have any trouble sourcing a 68030 processor from any dealer of Amiga accelerator cards, and given the price of budget cards I wouldn't expect you would have to pay more than £60.

INVALID RESPONSE

I own an Amiga 1200 and have an internal 2.5" SCSI (I think) 420Mb hard drive attached. My problem started happening about a month ago but only occurs sometimes.

When I switch on the power, the hard drive light comes on and Workbench loads up, but the light stays on and the drive spins, seemingly accessing lots of files. After a few minutes the light goes out and you can carry on as normal. Once I tried to save something to the drive while the light was still on, and a box popped up saying "Disk not validated." I have tried loading *SnoopDOS* but it gets a software failure and reboots.

About a week ago the drive also got a checksum error. *Quarterback Tools* fixed it but I don't think this has anything to do with the main problem. I have studied the user-startup and this has nothing "bad" in it, and we haven't altered the normal startup-sequence at all. What can I do ?

Alastair Battrick
via email

Well, your hard drive isn't SCSI because only IDE hard drives are available in this format. The A1200 will claim that it's using a SCSI.device to access the drives, but ignore that. However, SCSI or IDE is besides the point. Something is causing your hard drive to become invalid: you'll know this happens because the Amiga will spend several minutes writing to the drive as it fixes itself.

The problem is to discover what is causing the drive to become invalid. Make sure you check your system with a modern virus program, and never, ever switch it off whilst it's writing to disk. This is especially true if you have installed a disk cache or some other form of speed-up program. If the drive becomes invalid by itself, without the involvement of any other programs, it could be that the drive itself is broken. You might be able to work around it, by altering the set-up of partitions to avoid certain parts of the disk. This will involve you losing work every time you try it, but it will at least (eventually) give you a working drive.

PC IDE CD? OK!

I currently own an A1200 with a Blizzard 1230-IV and 4Mb fast RAM and I want to purchase a CD-ROM drive. I have seen various adverts for external drives but I was wondering if it would be possible to buy a cheaper PC internal drive. I could have this inside my PC, which is next to my Amiga, running from the PC's power supply. Then would it be possible run the lead from a Squirrel SCSI, from my PCMCIA slot to the CD drive? If this would work, what type of drive should I buy?

Also am I correct in thinking that a Surf Squirrel just allows you to fit more than one SCSI drive. I was thinking about the IDE interface everyone is talking about but is this more expensive? And would I need a different drive for this type of interface?

Russell Hodges
via email

To answer your first question as succinctly as possible, yes and no. Yes it will work, but only if the CD-ROM drive is a SCSI CD-ROM drive. There is nothing wrong with powering it from the PC's power supply, and if you can sort out the cables to connect it to your Squirrel, then all should be well. I recommend Toshiba SCSI CD-ROM drives, as they are both fast and reliable. They are not, sadly, cheap.

Which leads to the second point: IDE. An IDE hard drive will be considerably cheaper, and this too can be housed inside a PC in order to supply power. Although the Amiga has a built-in IDE interface, you will need some kind of buffer (such as the one from Eyetech or Golden Image), especially as you are likely to need quite a stretch of ribbon cable. IDE doesn't like doing long (i.e. more than 30cm) distances.

A Surf Squirrel does a heck of a lot more than let you use more than one SCSI drive. For starters it also has a built in serial port which runs very quickly. It can also autoboot SCSI drives. Like the ordinary Squirrel all manner of SCSI drives can be used – CD-ROM, Zip, Jaz and hard drives included.

GOODBYE AMIGADOS, HELLO LINUX!

Just a quick idea for future *Amiga Format* CD-ROMs. Unlike the PC the Amiga has no good CD-ROM distributions of the UNIX operating systems (ultimately NetBSD and Linux) made freely available under GNU and the like.

Whilst *Amiga Format* couldn't invest the time in producing a proper installation it might be an idea to stick some of the important files on the CD-ROM, maybe just by mirroring a couple of good FTP sites from the Internet, such as:
ftp://ftp.uni-erlangen.de/pub/Linux/LOCAL/680x0/
ftp://ftp.phil.uni-sb.de/pub/linux-m68k/sunsite.auc.dk/ftp/pub/os/linux/680x0/
or good resources on the Web, such as:
http://www.clark.net/pub/lawrencc/linux/index.html

While most people have access to the Internet to get these files a lot of people, myself included, are limited to 14k4/28k8/36k6 modems and so the really large stuff (X with source, *Watchtower*, Kernels with source) is both inconvenient and expensive to download. A copy on the Amiga Format CD-ROM (with future updates maybe?) would be extremely useful.

HELP ME, HELP ME!

I own a standard 1Mb A500+. I want to buy a 1Mb RAM upgrade which will go in the trapdoor slot. Before I buy this, I have a few questions. How hard are these trapdoor RAM upgrades to fit (I have heard that it is quite difficult)? I don't want to fit it myself because I would probably end up breaking something. Could you do a guide to fitting trapdoor RAM in a future issue of *Amiga Format*? I can't afford to upgrade to an A1200 but, if I got this RAM upgrade, would I be able to play the other levels in *Worms* (the desert, alien, jungle and scrapyard levels)?

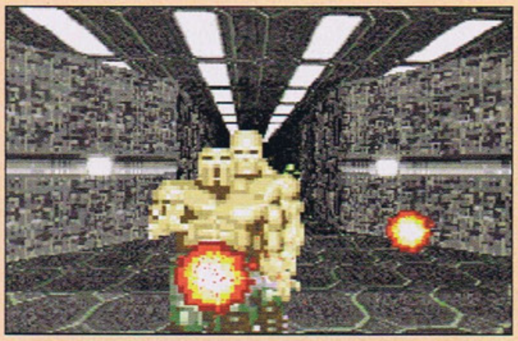
Please don't say contact a dealer who will fit the RAM for me because this will cost quite a bit more and I would be without my Amiga for a while. Finally, can you play *Gloom Deluxe* without a hard drive?

Ben MacDonald
Rochdale

If you really can't fit a card into the A500 trapdoor, then I guess you must also find it difficult to open tins of cat food, and tie your shoelaces. Really, in all honesty, it is not hard to fit a card. You won't break it. Here's how to do it (it's not interesting enough to make an entire feature about).

Remove all leads, and set the A500 upside down on a steady, level surface. If you are using the kitchen table, set it on a tea-towel so it doesn't skid all over the place.

Now, wedge open the trapdoor using a 2p coin or the end of a spoon and lift it out. Place it somewhere safe. Now earth yourself (touch a water tap or radiator) and remove the memory card from its box and/or protective wrapper. Make sure it's the right way around (there are only two ways), line it up and push it gently but firmly home. If it is not fitting, it's the wrong way around, so try again. It should slide neatly into place. Replace the trapdoor lid. If you are still scared, bring it to a local TV repair man and ask him to do it while you wait. He should be able to do it in about ten minutes in return for a packet of crisps and a can of coke.



Gloom Deluxe – a cracking game, but will an unaccelerated A500+ be beefy enough to run it? We don't think so.

Diagram of the month

THE SCSI CONNECTION (1)

I have just read the letter from Jeff Jeffery in *AF97*. His letter was about his problems with his Blizzard SCSI board. This card has a 25-pin connector, but most SCSI devices are 50-pin. Well, this is not quite new. The A590, A2091 and the A3000 external SCSI port are all 25-pin Sub-D connectors. I myself have an A2091 and I have an external TapeStreamer hooked up.

This was a common 'PC' streamer (Archive Viper 150) and I had to connect it to the 25-pin external port as my A4000/030 didn't have any space left inside. And a TapeStreamer is most useful when it's external. Anyway I just made the cable myself.

It's easy to do if you're a bit handy with the soldering iron. It takes a lot of time to take apart the flat-cable but it's worth it. With both pin-outs it's just looking which wire to connect where. In fact half of the SCSI-50-connector is ground. If you want to connect it to a 25-pin Sub-D just connect the first wire to pin one, skip one, connect the third wire to pin three, skip one and so one.

Oh... and there was also a letter from Richard Downer who had a rebooting A1200. You stated that the problem couldn't be the power supply. Well, my experience is that if you hook-up anything more than just some memory to the A1200, the PSU fails. This has always been a major problem with all non-desktop Amigas.

Enriko Groen
via email

Sorry to contradict you Enriko, but I stand by the original answer. The 25-way connector is designed for external use, and in Mr Jeffery's case he was trying to use it as an internal cable. This is where his problems start. The A590 and so on, all do use the 25-way connector – they are external after all. Yes, Mr Jeffery is of course free to solder up his own cable, but it's probably safe to assume he wanted to avoid this hassle or else he would have gone right ahead and done it. If he does want to do it, I strongly suggests he reads the next letter carefully.

I'm very argumentative this month! Although the power supply which comes with the A1200 is far from great, it is certainly more than capable of running extra memory and a hard drive at least. And I'm sure most A1200s fit on desks very nicely – where else would they go?

THE SCSI CONNECTION (2)

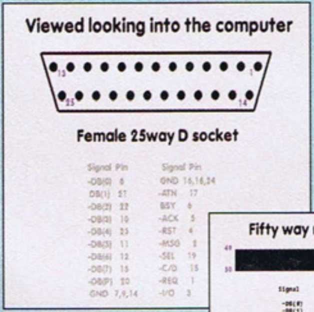
With regard to the question of SCSI interfaces brought up in Workbench this month. (*AF97* page 75) There is a simple answer to all SCSI 50-pin problems: Maplins sell a cable which is .3mtrs long with three 50-pin female connectors on it. The first thing to do is to remove the middle connector and replace this with a 50-pin Centronics socket taking note of the correct way round (pin 1 is the top left one looking from the back of the plug and the cable is masked with a red stripe for no.1).

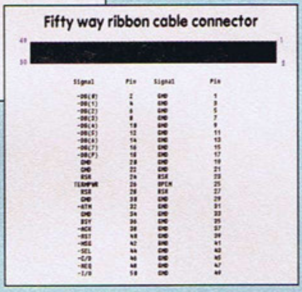
This gives you a cable with two 50-pin plugs – one at either end, and one-50 pin Centronics socket in the middle. You can then purchase a 25-pin to 50-pin cable from either Siren Software or First Computer Centre. The cable and Centronics plug are obtainable from Maplins. The order code for the cable is DG52G SCSI Flat Cable @ £4.24, the socket is code JB58N IDC Centronics 5WSKT @ £3.20 . There is nothing complicated about the making of the cable I use a vice to squeeze the plug on to the cables.

I hope this will help other readers. I intend to use this set-up in a tower unit using my existing SCSI devices that are all external.

John Ball
via email

Many thanks for some practical advice for all budding DIYers. Even better, crimping the connectors onto the cable means you can do without soldering – excellent.





To help all you DIYers, here are the pin outs of two of the various SCSI connectors in use, including the 50 way cable and 25 D-style socket. Have fun, and don't burn your fingers!

IF YOU HAVE A QUERY...

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved). Here are a few tips on sending in questions:


Graeme Sandiford

- **Be concise.**
- **Detail the problem as best as you can.**
- **Describe the events that caused the problem.**
- **Give full details of your equipment.**
- **Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.**

Bear these points in mind and fill in, photocopy, or copy the form below as best you can. Unfortunately we cannot reply personally.

Send your letters to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

Your Amiga:

○ A500 ○ A500 Plus ○ A600
○ A1000 ○ A1200 ○ A1500
○ A2000 ○ A3000 ○ A4000

Kickstart version

○ 1.2 ○ 1.3 ○ 2.x ○ 3.x

Hard Disk: .... Mb

Manufacturer: ....

Extra RAM fitted – type, size, (Mb) and manufacturer:

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Details of other hardware:

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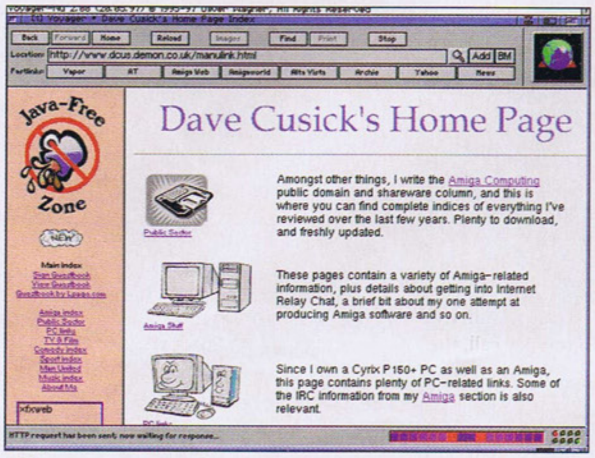
Also, and I'm not sure about the legalities of this, what about distributing the new Shareware version of *Quake*? 9Mb is a lot of data to download from their server and I'm sure it would find an audience in your readers (50% of all readers have 030 or better?).

Ben Matthew
email

As a big fan of Linux, I too would like to see this done, but it does depend on how much time, and free space, the disk co-ordinators have at their disposal. It also has to be considered that Linux is in no way something which novice Amiga users should tamper with, without understanding how badly they can screw up their existing system (or to put it another way, if they don't know what a disk partition is and how to make one, then they shouldn't bother even trying). However, the idea is a good one, so consider it passed on.

Quake *is of course totally copyright: not only the program but all the data which is associated with the virtual 3D world. Once there is a working* Quake *engine and some freely distributable data, you can rest assured that we'll be falling over ourselves to put in on the Coverdisk.*





With so many great web pages out there, it can be easy to lose track of how long you are spending online.



AFCD16:-In_the_Mag-/Amiga.net

Dave Cusick looks at ways of ensuring you don't run up an astronomical telephone bill.

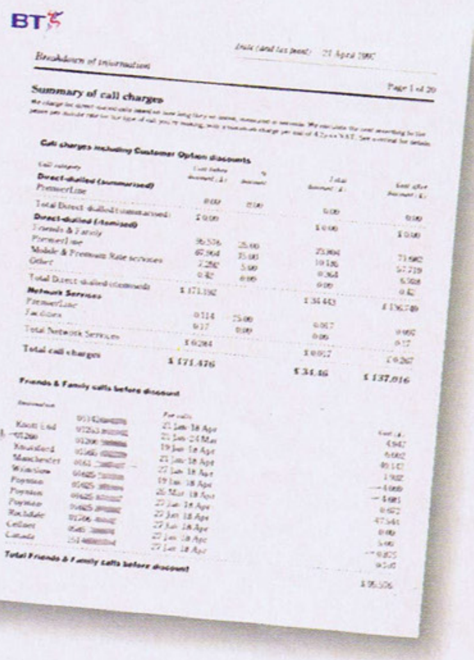
Access to the Internet can be costly. To the eternal frustration of Internet users the length and breadth of the United Kingdom, Oftel still staunchly refuses to allow BT to offer their users free local calls. Despite the growing number of cable companies who sell packages to their subscribers allowing them to spend as long as they like connected to a local number during off-peak hours, BT customers are forced to pay around a penny a minute for Internet access – and that is assuming they have registered their ISP's telephone number on their Friends & Family list, and that they are able to take advantage of the PremierLine service.

The upshot of all this is that those who, like me, are not connected to a cable service end up paying rather large amounts for their Internet calls. When I first took out an Internet subscription around two years ago, I was prepared for my telephone bill to rocket; but I wasn't quite prepared for it to go straight into orbit, as it actually did.

TIME IS MONEY

Once you are actually online, saving time and therefore money is generally a case of employing a bit of common sense and being aware of the fact that where dial-up connections are concerned, time is literally money. Most people sensibly write their email and news postings off-line, but it is all too easy to get drawn into an absorbing Web site and to sit there reading for four or five minutes. There may be absolutely no data being transferred either up or down your phoneline, but all the time the call cost will be mounting. With the advanced cache control features which most modern browsers have, there is simply no need to actually read all the important information whilst you are connected, even if you cannot be bothered to save interesting documents to disk yourself. Programs like *Voyager NG* have feature-packed cache browsers, so that while online, you can quickly race through pages which look like they are relevant, safe in the knowledge that you will be able to sort through them in your own time later on.

Of course, if you really want to cut down those call costs then there is another step you could take: you could keep track of exactly how much each call is costing. This not only helps reduce the shock of receiving a phone bill, but it tends to mean that you think extremely carefully before logging on, and automatically become ultra-efficient when you are online. But because telephone bills come quarterly and the urge to connect to your ISP can come rather more frequently, it can be very difficult to keep track of call costs in this way using a pen and paper.



Waiting for that quarterly correspondence from BT can be a traumatic experience.

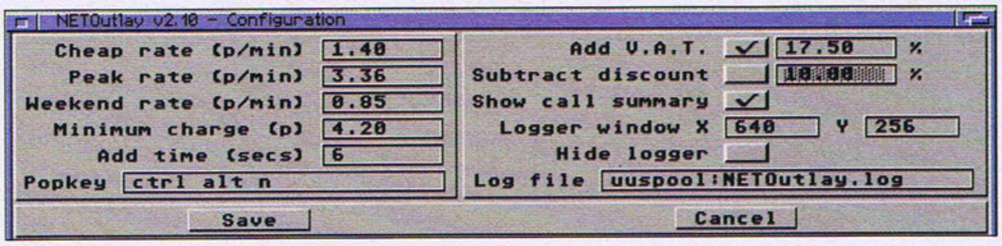
Fortunately there are plenty of computerised call cost loggers available from Aminet. One such program is *NetOutlay v2.10*, which is supplied with BT charging details and which will sit at the bottom of a screen until a carrier signal is detected, whereupon it will spring into life.



ONLINE TRICKS

My favourite logging program though, has always been *Online-o-meter*, written by Ellis Pritchard (who also produced the SMTP-friendly email client *Metatool*). *Online-o-meter* has a number of features which are extremely useful. Firstly, it is reset proof. If you are the sort of person who is always trying out different software, it can be very handy to have a log program which does not lose important data just because your Amiga has suffered a guru.

Secondly, as with *NetOutlay*, the distribution archive includes up-to-date BT charging information, which means the program can be configured in a matter of seconds via the friendly preferences utility. Charging information for several other companies, such as Mercury and Nynex, is also included. *Online-o-meter* can also be easily hopped between public screens using the Jump menu function, so that you could move it between, for instance, your browsing screen and your FTP screen with the minimum of fuss.



***NetOutlay* is a functional non-MUI call costing program.**

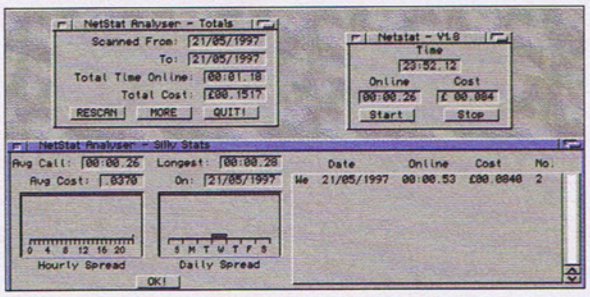
ARCHIVES

Online-o-meter:
comm/misc/Online1_5(1).lha

OnLine Stats:
comm/misc/OLS13eng.lha

NetStat:
comm/misc/netstat182.lha

NetOutlay:
NETOutlay_2_10.lha



***NetStat* incorporates an extremely useful graphical log analyser.**

Online-o-meter has another string to its bow too. Because it has an ARexx interface, it is possible to write a script for *AmiTCP* (or *Miami*, if you're using that instead) that automatically launches *Online-o-meter* whenever you go online and stops it when you have finished.

"I was prepared for my telephone bill to rocket; but I wasn't quite prepared for it to go straight into orbit."

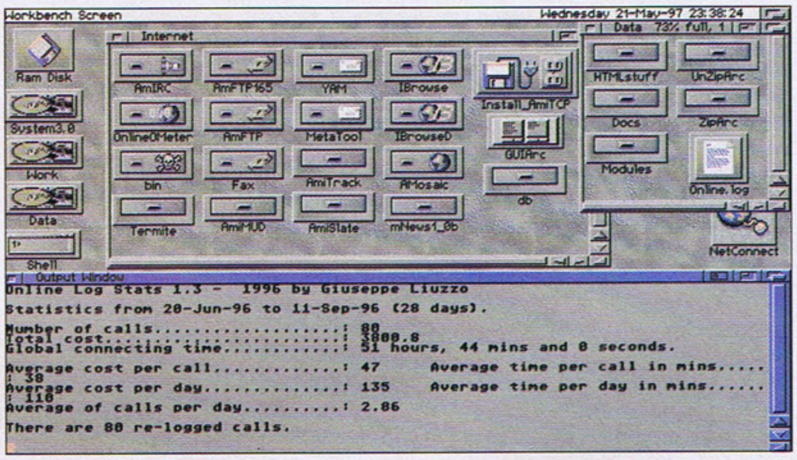
This can be more useful than the *NetOutlay* approach of simply waiting for a carrier to be detected, because various program settings can actually be changed via ARexx commands, so subscribers to more than one ISP could have scripts which switch between various logfiles as appropriate, or which use a joint logfile but comment individual call records with the appropriate ISP name. Some helpful examples of how to alter the Startnet and Stopnet *AmiTCP* scripts are included in the *Online-o-meter* distribution archive.



The *NetStat* web page at http://www.so-watts.demon.co.uk includes details of the latest versions in this extremely promising program.

KEEPING TABS

There is also a program called *OnLine Stats*, which is currently at version 1.3 and which was created by Giuseppe Liuzzo. Unfortunately this is CLI-based and the statistics it presents tend to be rather poorly presented as a consequence. Nevertheless, as well as providing you with an extremely welcome total cost for all calls recorded in the log file generated by *Online-o-meter*, this utility can tell you how long you've been connected for overall, the average time spent online per call, the average time spent online per day, and many more things besides. Although knowing these statistics may not change your life, it should certainly help you to think long and hard about your Internet connectivity practices.



***OnLine Stats* provides some really helpful information, but it would certainly benefit from a more attractive interface.**

All the call-costing programs depend, to a certain extent, on your Amiga having an accurate system clock. If you do not have an accurate battery-backed clock installed, there are basically two options. You could use the Time Preferences utility to set the correct time prior to going online, but this is a somewhat laborious procedure to have to go through on a regular basis, particularly if you use a MUI preferences program and you do not have a very fast Amiga. A better alternative might therefore be using the *AmiTCP* SynClock command to set your system clock to the same value as your ISP's server clock (although of course this is dependent on you knowing the IP address of your ISP's clock). Again, this could be done easily as part of a script procedure by running the call cost meter program immediately after having set your system time.

TOP BANANA

A third logging program which I've yet to really play around with (although my first impressions of it are extremely good) is Tom Watts's *NetStat v1.82*. As with *NetOutlay* this automatically detects whether or not you are online (so long as you use a SLIP connection and not a PPP one), and it also features ARexx control and a marvellous graphical logfile analyser. There is even an experimental program called *NetSpeak* included in the archive, which will play sampled sounds at specified intervals to warn you exactly how much the current call is costing. Although it is apparently still a little unstable on some systems, *NetStat* could well become the ultimate cost logger in the near future.

CONTACT POINT

You can reach Dave Cusick with comments, suggestions and feedback at dave@dcus.demon.co.uk. He also has a Web site at: http://www.dcus.demon.co.uk/

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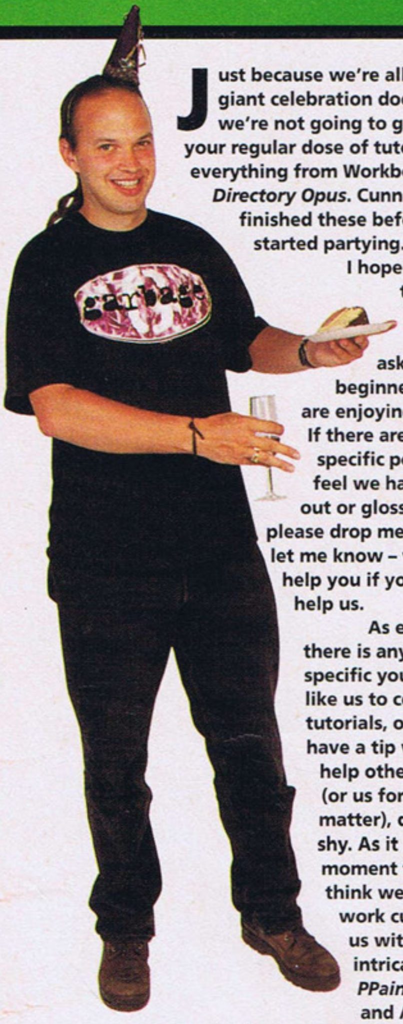
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The indispensable guide to getting the most out of your software

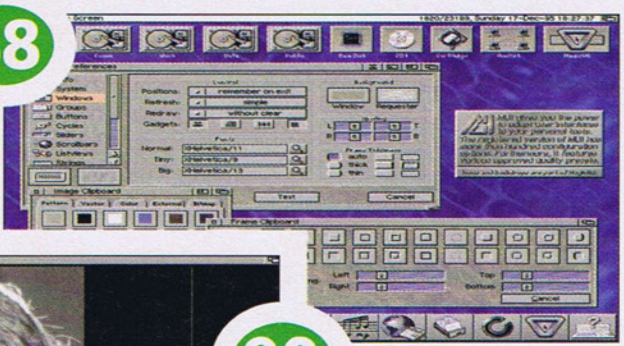
CREATIVE



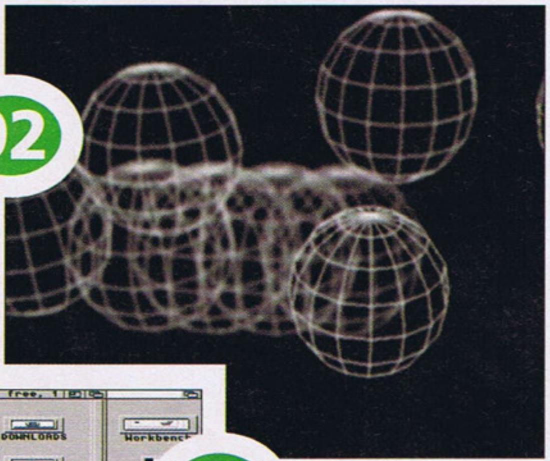
Just because we're all having a giant celebration doesn't mean we're not going to give you your regular dose of tutorials on everything from Workbench to *Directory Opus*. Cunningly we finished these before we started partying.

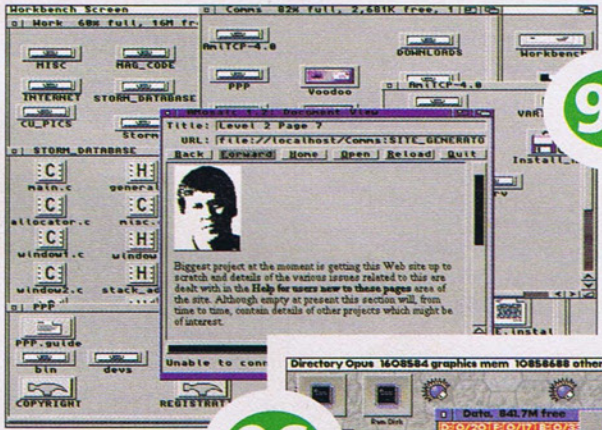
I hope that all those of you who wrote in asking for a beginner's tutorial are enjoying it so far. If there are any specific points you feel we have missed out or glossed over, please drop me a line to let me know – we can't help you if you don't help us.

As ever, if there is anything specific you would like us to cover in our tutorials, or if you have a tip which may help other readers (or us for that matter), don't be shy. As it is at the moment though, I think we've got our work cut out for us with the intricacies of *PPaint*, *DOpus* and ARexx to contend with. I promise I'll start the next installment just as soon as I've finished this cake...











SEND IT IN!

We need YOUR input.

Is there something that you would like to see covered in one of the current tutorial series? Why not send your suggestion to us at the magazine. Here are some things you might like to think about:

ARexx
Commodore's excellent decision to include Arexx with Workbench was only matched by their stupidity in not documenting it properly. If you are having trouble why not write to us with a description of what you are trying to do.

Paint Packages
Unsure of how to get a particular effect? Do you think there must be an easier way? Our experts could help.

Personal Paint
Surely some of you have some questions about our latest giveaway?

Contact us at:
AF Creative • 30 Monmouth Street
Bath • BA1 2BW
Or email: amformat@futurenet.co.uk
putting "Creative" in the subject line.

Beginners Guide

We know that Workbench is powerful but Robert Polding has found lots of programs which improve its look and operation.

CONTENTS

Choosing which programs to use to enhance your Workbench depends on a number of factors. Firstly, everyone has a different configuration requiring a different program. Secondly, your model of computer may not have the required memory or necessary chipset.



A NEW STANDARD

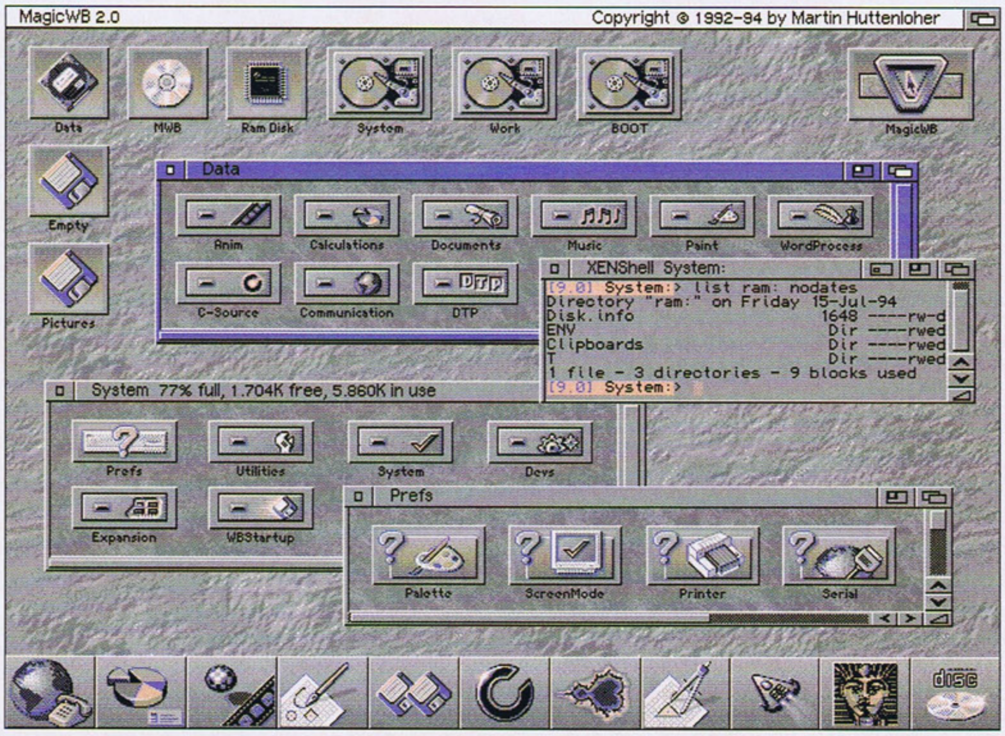
Models and configurations aside, there a loads of programs out there that can really improve your machine. Since its release, *MagicWB* by Martin Huttenloher has revolutionised the way Workbench is presented. It is now a defacto standard, supported by most developers. You'll find a copy of the latest version on this month's coverdisk. The package is basically a collection of icons and backdrops, and includes one for every icon on the Workbench. This allows the Amiga to look and feel as good (if not better) than Windows or a Mac, and since the icons only use eight colours, they are very fast. The package also allows you to replace icons and there are "Dock icons" that enable you to use a program such as *ToolManager* (PD), to add an icon bar (see screenshot). Many of the programs are free (meaning they are Public Domain and you are free to copy them), but *ToolManager* is Shareware, which means that there's a small charge for it. In this case it costs £15 and you can obtain it using the registration program in the demo (available from PD libraries or on the *AF* cover CD).

Another Shareware package is the excellent *MUI* (*Magical User Interface*) by Stefan Stuntz. This allows you to change the interface of programs that support it, to your own personal taste. As shown in the screenshot, when it's used with *MagicWB,* it can look very smart. Unfortunately, if you haven't expanded your system it can be slow and may need extra memory. Again, this is slowly becoming a standard and many Internet Web browsers now require *MUI.* One thing to note for both *MUI* and *MagicWB* is that a hard disk is essential because both programs need a reasonable amount of space.

NewIcons is a free icon collection that re-writes the way icons are stored. Designed more for people who use a Workbench with 32 or more colours, the icons are in a uniform style. On a slow Amiga they take time to render but with a graphics board and extra memory, they can look stunning. If you are dubious about paying for icons, these are an excellent free option with the advantage that you can remove colour restrictions, so you can create up to 256 colour icons of your own.

FULLY FUNCTIONAL

So far we have only covered cosmetic changes to the Workbench, but there are also a massive selection of brilliant programs that can improve its operation. In our opinion, *MultiCX 2* by Martin Berndt is the most useful. This is a combination of "Commodities," such as the *Blanker* and *Autopoint* programs provided with your Workbench. It combines about 50 different programs and functions, ranging from blanking the screen to stopping the annoying click on the disk drive. This is an essential utility to have, and although it's Shareware, it only costs $15.



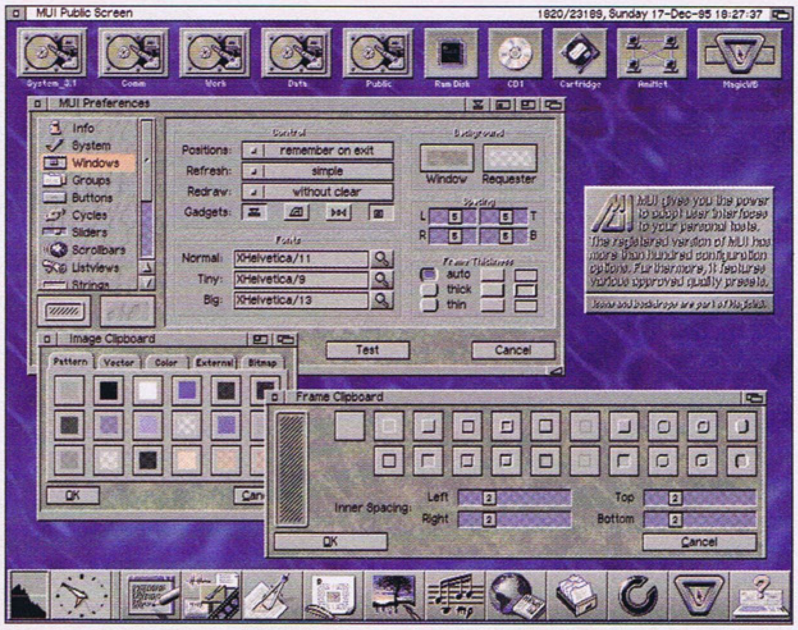
***MagicWB* is an easy way to improve the look of your Amiga's Workbench.**

If you use a CD-ROM you may find the system supplied with Workbench somewhat slow – or you may be using an old driver. Whatever the case *AmiCDFS 2* is an excellent Shareware pack that is very fast and compatible with all CDs that we've found, and a snip at $15. If you want to splash out, there's another commercial package called *AsimCDFS,* but it costs a good deal more.

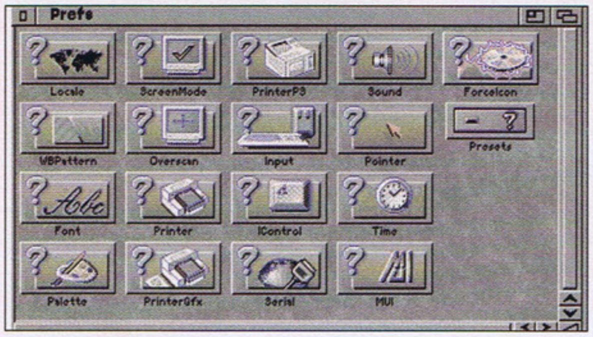
SMALLER PROGRAMS

Cycle to Menu allows you to expand your cycle gadgets into a menu for easy selection – when you have many items this is nearly essential. For example, when choosing the Printer prefs you'll find that Paper Format has many options and to cycle through them all can be annoying.

Magic Menu is an ingenious program that brings up a menu, when you press the right mouse button – wherever your mouse is. The latest version looks excellent with *MagicWB* because it uses the same palette.



***MUI* (right) rapidly becomes essential when you get an Internet connection.**



This little collection of icons is how you set up your Amiga.

There are replacements for many of the standard requestors and files, often with added features or speed. *Arq* is a program that replaces the normal requestors with animations. If the style suits your personal taste, then this could make your computer that much more enjoyable to use.

SwazInfo replaces the "Information" requestor for icons (click on an icon once and select "Information" from the Icon menu), adding new functions and a far better layout.

As well as the aforementioned programs, the Workbench comes with a large selection of configuration utilities. These are located in the "Prefs" drawer of your main Workbench partition, (or Extras disk) and allow you to change things to suit your taste and set-up.

If you've seen all the smart backdrops in screenshots from magazines, these are added from the *WBPattern* program. To load a picture simply select the background "Type" as picture and then find an image, preferably with a similar screen size and number of colours to your Workbench.

The Screenmode utility enables you to select the resolution and the number of colours that you use. Unless you have an A3000 and VGA monitor or a flicker fixer, the resolutions marked "laced" will flicker – guaranteed to give you a headache before too long.

Overscan allows you to define the borders of your screen, for example, you could stretch the screen if it doesn't fit your monitor size. Large overscan is also required for video work, as it eliminates the border.

If you have a printer you will need to select an appropriate driver (that you should have installed with Workbench or from the Storage disk) from within the Printer utility. Select colour or black and white – "Density" changes the darkness of the printout (from *PrinterGFX* program).

The *Postscript* utility is for configuring a printer that supports this option, here you can alter scaling etc.

Locale is a program with Workbench 2.1+ which allows you to select where you live, thereby translating programs into the right language.

TO SUIT YOUR TASTE

Many utilities enable you to change the look of your screen. The *Font* utility allows you to alter the Screen, Workbench and Default fonts, while *Palette* lets you change screen colours (and the way they're organised on Workbench 2.1+). *Pointer* enables you to edit the pointer, both normal and busy.

You can set your Amiga's clock using *Time* (although this will not be permanent unless you have a battery backed-up clock) and *Sound* allows you to change the "beep" you get when something goes wrong. On the screenshot of the Prefs drawer there are also extra icons; these are for individual programs and you probably won't have them unless you install them yourself.

Serial is for the configuration of the serial port, usually used for modems, and enables you to change the speed etc. so your Amiga çan use it. Finally, *IControl* and *Input* both enable you to select various things to do with the way your computer operates, for example, how long double clicks have to be and which key drags the screen.

If you have the CD version of *AF,* then you'll come across all of the programs mentioned here, (although some of them are only in demo form). If you don't have a CD-ROM drive then you should find the programs stocked in any good PD library (check the advertising). Just remember one thing – if you use any of the Shareware programs try and register – there will be no new versions of any of them if the authors get no recognition.

"If you've seen all the smart backdrops in screenshots from magazines, these are added from the WBPattern program..."



***NewIcons* offers a non-standard, but decidedly attractive way of representing your files.**

PPaint

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At last Nick Veitch gets around to explaining Image Processing effects, in a rather convoluted way...

This month we are going to be looking at some of the image processing effects which can be easily achieved in *Personal Paint*. The basis of most of these effects is what is known as a convolution matrix.

If you remember anything about matrices from school, these will be easy to get the hang of and – hey! – even if you don't, matrices aren't so tricky.

PPaint uses a five by five grid as the base matrix. Imagine that the very centre square (or cell) of this matrix is a single pixel in the image you are about to process. Now imagine what you want to do to the pixel. Then you enter numbers into the grid corresponding to what should happen to the colour values of that pixel.

It still sounds confusing doesn't it, but try this. For a blur action, the centre cell in the grid might have a value of 3. The cell immediately above might have a value of one, and so would the cells to the left, right and below the central one. In effect, a quarter of the value of the current pixel would be blurred in all these directions.

If you try out this example, you will find that the image also becomes a great deal lighter. That's because the values you enter into the cells are actually multiplication factors, so your central pixel is getting four times brighter. To adjust for this, you will have to enter a value into the DivF box. This is the division factor – essentially, all the values in the matrix boxes are divided by this number before being applied. This makes it much easier to work with fractional multipliers (you wouldn't really appreciate typing.142857 into every cell for a factor of 1/7), and as a rule of thumb, this should be the total of the values in all the fields to avoid making the image brighter or darker. In our previous example, the DivF value would be 7.

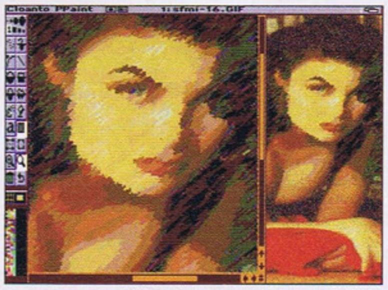
Just to get a bit more complicated, it is also possible to enter negative numbers into the grid. The best example of this is when creating an emboss-type filter. In order to create the illusion of a shadow to the bottom right, negative values are entered in the corresponding cells. The net effect is that the edges of areas of colour have a negative bottom right edge to them – or a shadow in real language.

If you are still confused, don't worry too much. There are plenty of effects already created for you, and they cover the most likely uses for this sort of image processing. And if they don't provide exactly the effect you were looking for, you can always edit them.

Remember that some of the effects can be used more than once to enhance the results, or you can use effects in combination with each other – "rise high" is useful before an emboss effect for example. Have fun with your effects, and I'll see you next time.



You can't beat a good old dither – be sure to choose fore- and background colours first.

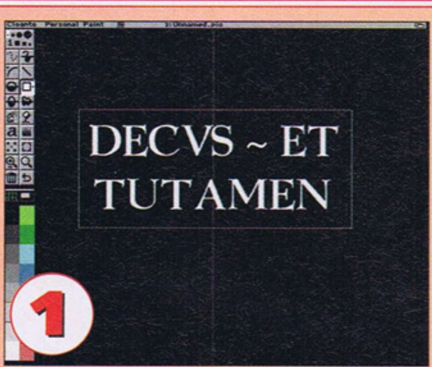


The watercolour feature produces a sort of directional blur effect.



Using a combination of effects can have some strange results – but is it art?

EMBOSSING



The usual candidate for a bit of embossing is some text. For best results, use white on black, or white on a solid dark background

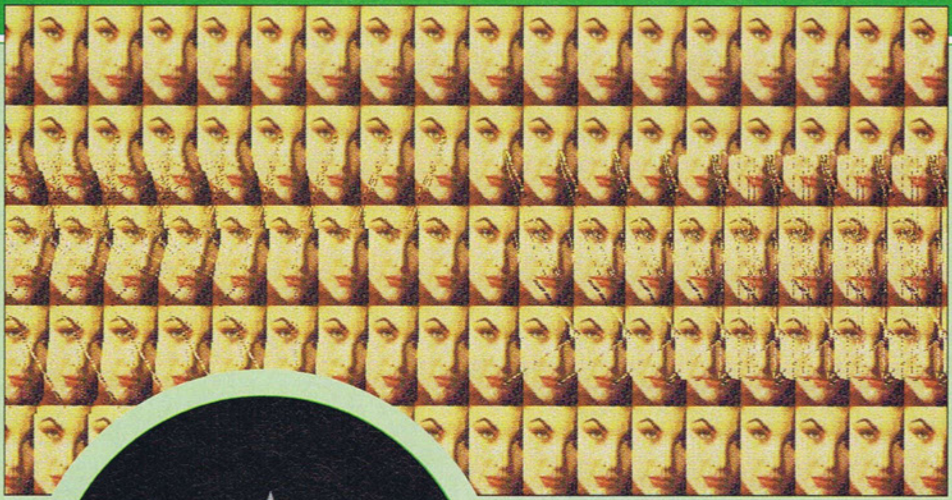


Once embossed, the text has pseudo 3D qualities. If you draw a box around the text, that will be embossed too.



You can get some great carving effects using standard pictures too, but black and white images work best for a traditional effect.

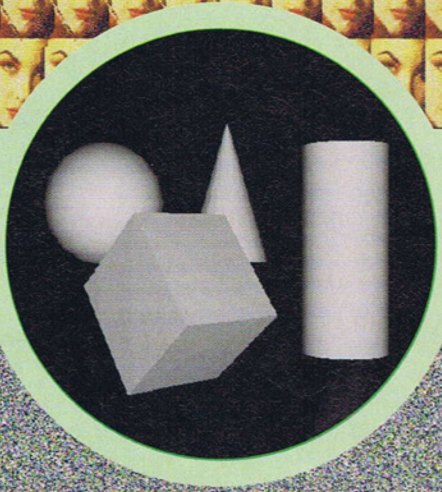
MY EYES! MY EYES!

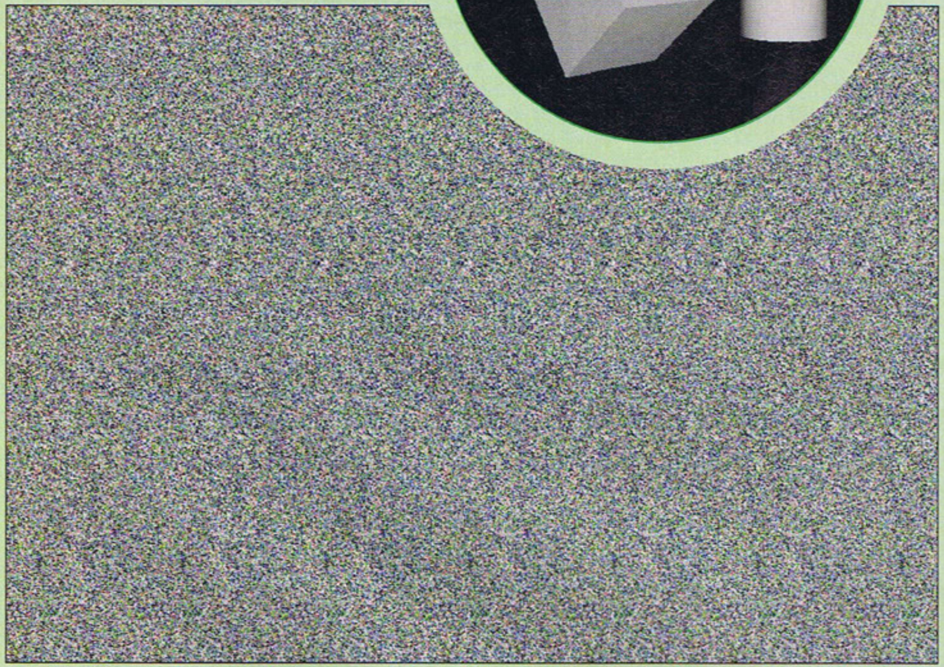


If you really want to torture your friends and amuse your enemies, not to mention give all your relatives a terrible squint, you'll be wanting to play around with those SIRDS filters. Basically, these filters turn greyscale images into those evil stereograms things. You know, the pictures which you spend hours staring at before someone tells you that what you thought was a swarm of ants on a TV screen after closedown is actually a majestic eagle perched on a rocky outcrop or something.

As well as the standard Random Dot Stereograms, *PPaint* can also create the rather more complicated SIPS patterns, which are the same thing, but they use the juxtaposition of an image brush to create the desired effect (have the greyscale on the spare page and an image brush in use before you apply this filter).

See if you can find these geometric shapes cunningly hidden in the stereograms.



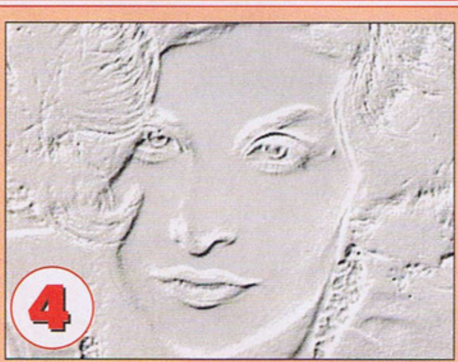


Issue 100 Giveaway!

Quick On The Draw

LH Publishing, those generous fellows, have got five copies of *DrawStudio*, that *Format* Gold-winning vector drawing program, to give to you readers. To see if you can win one, send a self-addressed postcard to:
*AF*100 Studio Draw
LH Publishing
13 Gairloch Ave
Bletchley MK2 3DH
For competition rules and regs see page 9.

worth £300!



The result can then be coloured for metallic coin effects or used as is for stone. Some noise in the background can be useful.



A more natural look can be obtained by setting a stencil to lock the light colours, and then using the High Blur filter.



For a full-on grainy electron-microscope effect, try the negative or sharpen filters before applying the emboss.

Cinema4D 2

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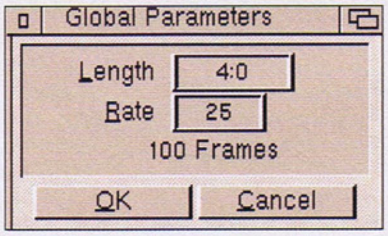
Time to get things moving, with *Cinema4D*'s comprehensive animation facilities. John Kennedy calls "Action!"

Still images are all very well, but moving pictures are considerably more impressive. Even a fairly modest Amiga set up has all the power needed to create animations, and *Cinema4D* is the ideal tool with which they can be created. Let's take a step-by-step tour of the animation facilities, starting with the very basics.

INTERESTING RATES

There are two inextricably linked values which you need to decide upon when creating your animation. They are the duration, and the number of frames per second. This makes perfect sense when you think about it, and it makes it easy to work out exactly how your animation is going to be created.

Imagine you want to render a scene with a car driving past, and you want the entire sequence to last four seconds. Picture it in your mind to see if this is the kind of time required: one second would be too fast, ten too slow. Now PAL video works at 25 frames per second (fps), so let's assume that we'll be replaying the animation at this speed. This isn't an unreasonable assumption, as with a low-resolution screen and the animation held in memory, 25fps can be reached relatively easily. When these values are fed into the Global Parameters box from the Keyframe menu, *Cinema4D* calculates that the animation will require 100 frames to be rendered.



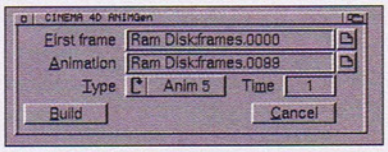
Setting the duration and frame rate lets *Cinema4D* calculate the total number of frames to be rendered.

It's worth pointing out at this stage that you must keep track of the frame count. One hundred frames might not sound like a huge number, after all it's only four seconds worth, but each frame will take time to render and require storage space. Even if the rendering time for each frame is only just over a minute, that's still almost two hours required – and you'll need several free megabytes of your hard disk when they're finished.

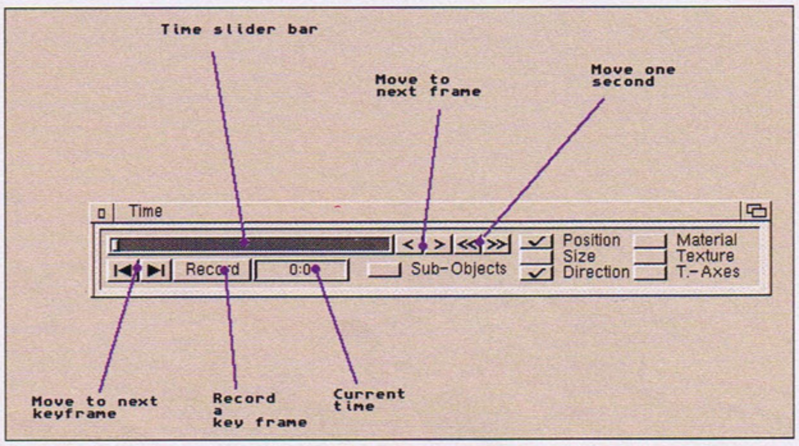
Obviously the view windows can only display one frame at a time and, in order to select which frame you want to display, you will have to open the Time control window. To do this, select the Time option from the Window menu (or press Right Amiga and Z). This window allows you to step through your animation frame-by-frame. It's also here that you create "keyframes".

ACTION!

So exactly how do you replay all those lovingly rendered frames? *Cinema4D* comes with a utility program called *ANIMGen*. As the name suggests, this utility generates ANIM files from individual frames. To use it, you enter the first and last frames into the requestors where required. You can also select the speed of the animation in terms of how many fiftieths of a second each frame will be displayed for. The standard animation type is ANIM5, the most common and the oldest Amiga format, and you can be sure this will replay using any player program. But you can change the type to ANIM7 if you wish to replay animations using various "direct-from-disk" programs such as *ViewTek*.



Use *ANIMGen* to convert the list of individual frames into a single ANIM file.



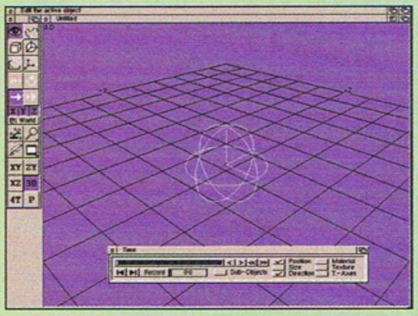
The Time window lets you step through your entire animation and record key moments.

ESSENTIAL INFORMATION

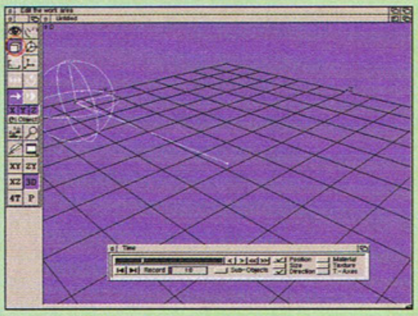
- **To save time when rendering, use Scanline instead of Trace. Adding shadows is all very well, but most of the time they can be dispensed with: especially as each frame is only displayed for 1/25 of a second.**
- **For really long animations use a Wireframe animation mode to speed things up even more.**
- **When rendering, don't forget that you can adjust the frame rate. Normally PAL works at 25 frames per second, but if you drop it to 10 (fps) you will still get a very good idea of what your final animation will look like in a fraction of the time.**
- ***Cinema4D* won't create ANIM files by itself. It generates individual IFF still images and it's up to you to convert them into an ANIM. You can do this with a paint program such as *Deluxe* or *Personal Paint*, an animation utility such as *MainActor* or the *ANIMGen* utility which comes with *Cinema4D*.**

PROJECT: RECORDING KEYFRAMES

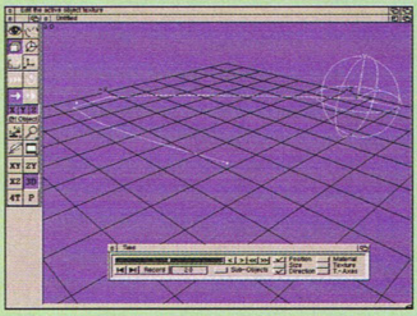
Here's how to record keyframes. First of all, make sure that you have the Time line set to zero. Now create a sphere object from the Primitives menu. We're going to make an animation which has this ball moving around the screen.



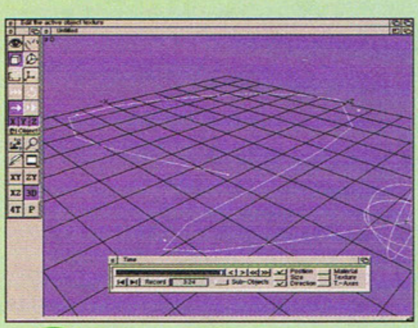
1 To fix the sphere's initial position, click "Record" on the Time window. We have now created a keyframe event: at time 0, the sphere's location is known. No matter what happens, we can always move to time 0 and the sphere will be at that position.



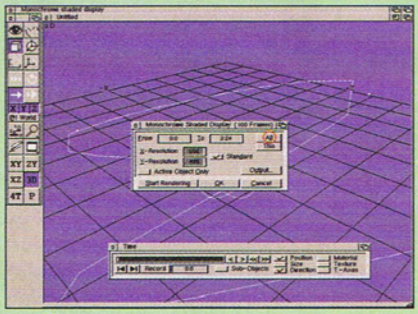
2 Now move to one second in the future, by clicking the double-arrows pointing to the right. Next, move the ball slightly by clicking on the Object button in the toolbar (circled) and then dragging the sphere to a new location. When you click record this time, you see a new path linking the initial position with the old.



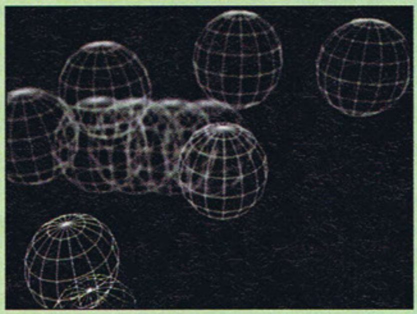
3 Move forward another second, move the sphere again and click on record. Again, a new keyframe will be created and you'll see the path linking the three positions of the sphere. Notice how it's not a perfectly straight line, but it curves. *Cinema4D* is smoothing the line as it goes to make for realistic motion.



4 Repeat the same moving process for second number 3. When you move to the end of the time slider, you'll notice the time given isn't the same as the duration – that's because the time starts counting from 0, and so it will always be short by the duration of one frame.



5 You can now position the time slider anywhere you like, and *Cinema4D* will calculate the position of the sphere. It works out the "in-betweens" for you. Now you can start animating. Pick the mode you wish to use – I'd suggest Wireframe – and use Shift to bring up the list of options. Click on ALL otherwise only the current frame will be rendered.

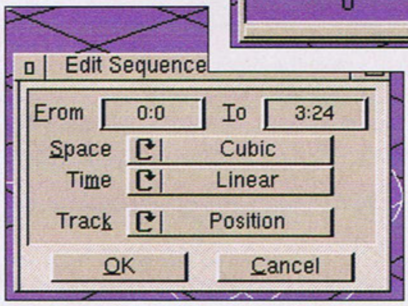


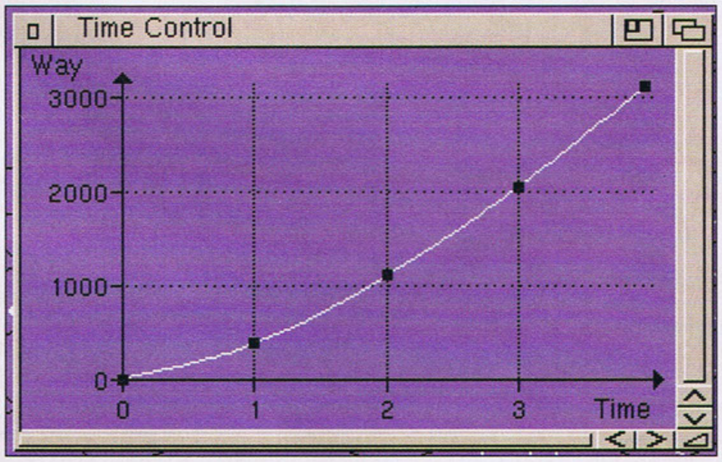
6 By default the frames won't be saved, and that means you'll only see the sphere move around the screen and that's all. When you click on the Save box you get to enter a location to save all the individual frames. If there aren't that many, the RAM disk will do. After rendering is complete, you'll have a whole load of images ready to play back.

When you click on BUILD your animation will be created. It seems to overwrite the last frame in your list so it might be worth while copying that frame – just in case you ever need it again! *ViewTek* can be used to replay your animations, you should find it in the *Cinema4D* utilities drawer but if not it's freely and easily available.

SMOOTH MOVER

Remember how the line which links the various positions of the sphere is curved? Sometimes you won't want this to happen, and you'll want the object to move in perfectly straight lines, changing direction suddenly. To make this happen, use the Edit Sequence option from the Keyframe menu. You'll see a window like this:





Controlling the space/time continuum can be done in two ways: One, using this graph, and two, being Q from Star Trek.

and you'll notice that the Space and Time settings can be altered. By default, the Space attribute is set to Cubic. This creates a curve through the keyframe location points. Change it to "linear" and the movements will become straight lines. It's worth experimenting with the other settings too, in order to discover which will suit your particular style of animation. Try changing the Time attribute to "cubic" and the object will start to speed up over the length of the animation. Open the Time Control display (from the Window menu) and you can see this in action. This graph demonstrates how the rate of the object's velocity increases – and you can tweak the control points in the graph to alter the curve.

As you might expect we've barely scratched the surface of *Cinema4D*'s animation facilities. Not only can you animate the position of an object, but also its size, appearance and orientation. *Cinema4D* has some extremely cool special effects built-in and next month we'll find out how to make objects explode, melt and flutter.

Multitasking and your Amiga

We all know that the Amiga multitasks and does it well. But how? This month Paul Overaa takes time out from his ARexx coding to offer a beginner-styled explanation of how this particular system magic works...

Multitasking is nothing new – it's actually been around for many years. In fact some techniques used by the Amiga's operating system (OS) have been derived from developments that first appeared on early mainframe machines.

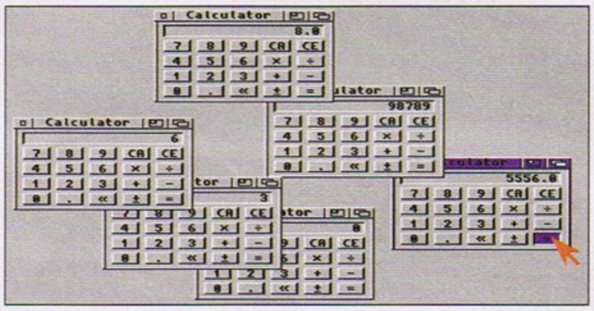
It was over thirty years ago that the idea of 'multitasking' first started getting serious attention. Early mainframes cost a fortune and many of the I/O (input/output) jobs they had to do were slow relative to the speed of the processors. It soon became obvious that during the time the computers were reading punched cards, printing results etc. the processor itself wasn't actually doing much work. When printing, a few characters might be sent to the printer but then the processor would just sit there waiting until the printer indicated that it was ready to receive more characters. When this signal arrived more characters would be sent as the whole do-something/wait scenario started again.

This meant the processors at the heart of these expensive machines spent much of their time doing nothing. Operating systems were needed that allowed the processor to perform other tasks while 'waiting' – the idea of running more than one program at once was born.

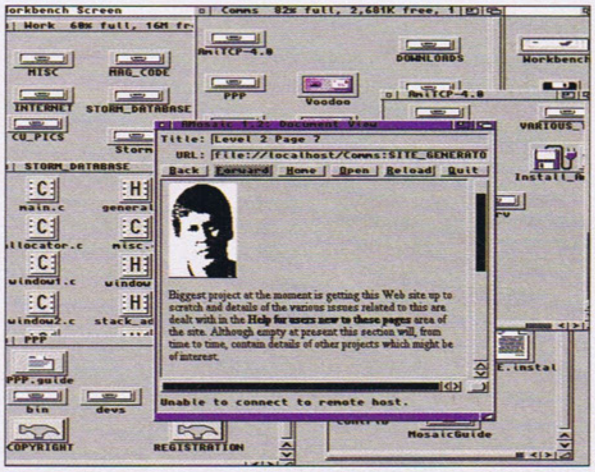
How does a multitasking computer run more than one program or task at a time? Quite simply – it doesn't. But it does appear to do several things simultaneously by switching between

"...the processors at the heart of these expensive machines spent much of their time doing nothing."

the various jobs giving each a chance to run in turn. Do that fast enough and you get the impression that everything is happening simultaneously.



You want an example of multitasking? Just try running half a dozen copies of the Workbench calculator program!



Many Amiga programs actually consist of separate modules that run as separate processes.

And it wasn't just the peripherals that attracted attention. The idea of 'timesharing' developed where many users, each with their own terminal, could interact with the central processor in a way that made them feel like they had the whole machine to themselves.

We've come a long way since those times and there are now large and very sophisticated multitasking operating systems available, such as Unix, designed to cater for the needs of multi-user systems.

THE AMIGA CONNECTION

The Amiga's operating system is considerably smaller, and rather less esoteric, than Unix and was designed with single-user machines in mind. So why, if the ideas of multitasking have been around for such a long time, did it take so long for a multitasking machine like the Amiga to appear. After all we had personal computers around long before the Amiga. Actually some multitasking versions of operating systems did become available on 8-bit machines but the processors were just not fast enough. So much time was taken up by the job of task switching that there was little processor time left to do anything else!

When the more powerful 16-bit processors, like the Motorola 680x0 series used in the Amiga, came along things changed. Chips like the 680x0 are fast enough to carry out the task-switching operations unaided. As far as the Amiga was concerned things were even better due to the underlying hardware design. Some clever custom chips utilised something called Direct Memory Access or DMA which allowed data to be read from, or written to, memory locations without the 680x0 processor being directly involved. Many operations involving graphics, sound, disk I/O and so on are done virtually independently of the 680x0 on the Amiga and, freed from these jobs, the 680x0 ends up with reasonable amounts of time available for running programs, task switching, and other multitasking 'house-keeping' jobs. The result? Multitasking on the Amiga doesn't just only work – it works bloody well!

UNDER THE SURFACE?

Each program in turn has to be given a bit of time to run and, when this time slot is up, the program has to be suspended whilst another program is activated. The process of deciding which task should be running, and then

kicking it off (getting it running), is called task-scheduling and the software which performs this task switching magic is called *Exec* (an abbreviation for '*Multitasking Executive*').

As far as *Exec* is concerned Amiga programs can be in one of just three states: Running, ready to run (if given the chance by *Exec*) or waiting (also referred to as sleeping). A typical

"The result? Multitasking on the Amiga doesn't just only work – it works bloody well!"

example of this latter situation would be a program which is waiting for a user to hit a gadget before doing anything – such programs can call a Wait() function which results in program execution being suspended until a gadget is selected by the user. Internally all this is managed by two task lists – a 'ready' list in task priority order, and a



Eddy Carroll's *SnoopDos* process monitor is an invaluable tool for seeing what's happening underneath your Amiga's surface.

waiting list. As soon as a sleeping task is in a position to run, *Exec* will make sure it gets moved from the waiting list to the ready list. Managing this task rearrangment is not a trivial job but the beauty of *Exec* is that the multitasking is effectively transparent so programs, and programmers, rarely need to worry.

What other criteria does *Exec* use when deciding which programs should run? Each task has an associated 'priority value' and running tasks remain running until one of three things occur: a higher priority task becomes ready to run, the program currently running enters the waiting state we've just discussed, or the currently running task exceeds the pre-set time period (called a quantum) which *Exec* allots to running tasks. Tasks of equal priority are given equal shares of the processor's time and what *Exec* does in this case is cycle around that equal priority portion of the 'ready' list 'time-slicing' the processors time so that each task is given its turn.

Not all multitasking schemes work like this. With some operating systems a task, once it has gained control of the processor, will keep running until it either voluntarily terminates or has to perform some kind of I/O operation. If a higher priority task comes along it just gets placed in the 'ready' queue (although admittedly at the front). With the Amiga a task does not have this kind of say in whether it runs or not. There's a great term for this – it's called pre-emptive task-scheduling!

One of *Exec*'s most important jobs then is to organise pre-emptive task scheduling and it does this by maintaining an internal block of data known as a task control block for each running program. Each program also has its own stack area, a portion of memory which it uses to store data on a 'last-in first-out' basis. Whenever the execution of a program is temporarily suspended by *Exec* the contents of the 680x0 registers are placed onto this stack area whilst another program runs. When that first program is again given the chance to run *Exec* retrieves the information needed to re-instate the 680x0 and lets the program continue running where it left off. The result? Each program thinks that it has a 'virtual machine' all to itself!

MORE TO IT THAN THAT

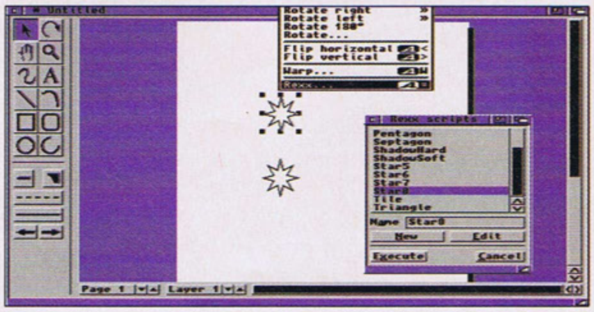
There's more to multitasking than just swapping tasks. No matter how many programs run in memory all must share the same, limited number, of system resources. Imagine the chaos that would be caused if one program suddenly decided it wanted to take over control of the parallel port hardware whilst another program was using it. These types of 'contention' issues, where two or more programs are trying to access or use the same resources, cannot be solved at the hardware level, so a software solution was devised to solve the problem.

The Amiga's OS uses software entities, called devices, to provide an intelligent barrier between the real Amiga hardware and the programs. Providing all programs that communicate with the Amiga's hardware do so using system standardised methods, all the potential contention issues can be solved. If, for example, a program wishes to gain access to the parallel port it must do so by trying to 'open' the parallel device. Providing the device is successfully opened the program then writes or reads its data using the parallel device and not the underlying hardware. Sometimes of course a piece of hardware will already be in use, and in these cases another program will not always be able to open the corresponding device. The device barrier allows programs to ask and be informed about what is and what is not available for use at any given time. It is up to the program themselves however to take appropriate actions.

GOOD BUT NOT PERFECT

To be completely safe systems which multitask need the support of hardware features like memory protection which the Amiga unfortunately does not provide. This is why a badly programmed piece of Amiga software can crash the machine bringing down not only itself but any other programs that were running. This is the one, and only, area where PC hardware scores over the Amiga because all Intel chips since the 286 have supported protected mode programming although unfortunately MS-DOS, the underlying operating system, was not programmed with multitasking in mind. With the Intel 386 came a 'virtual 86' mode which allowed a program to run as it would on a conventional 8086 chip, but still enjoy the facilities of protected mode.

Without multitasking, ARexx as we know it just couldn't exist on the Amiga!



BOLT ON

Up until fairly recently task swapping development on the PC has been a sort of 'bolt on' affair and the net result is that multitasking was nowhere near as transparent or natural as that provided on the Amiga. Because such limitations IBM and Microsoft created a new operating system OS/2 but somewhere along the line they got it wrong – and OS/2 failed to appealed to the masses. Microsoft Windows NT and Windows 95 however have, at long last, brought decent multitasking to general PC users and, despite the fact that these OS's are both memory hungry monsters PC users, in the main, think they are great. What they don't realise however is that we've had far better, and system efficient multitasking arrangements on the Amiga since the very beginning!

Make no mistake the Amiga could certainly do with hardware memory protection but, now that Amiga programmers have learnt how to follow rules which allow programs to co-exist without this extra protection, it's not a major factor anymore. So the message is simple. Despite all its ownership/development troubles the Amiga still stands supreme in the world of cost effective single-user multitasking machines and it's likely to stay that way for a very long time!

DOpus 5.5

CONTENTS

A lister is not someone with one leg shorter than the other as Ben Vost explains.

D*Opus*'s Listers used to be simple affairs. They had some information written at the top of the window, a text gadget below and you could double click or click-m-click on an entry. There were only two of them and life was easy. Nowadays, living in the high-tech late nineties, things have to be a little more complex, if not more complicated, in order to satisfy the average computer user.

However, this doesn't mean that you need to have a brain the size of a planet in order to use *DOpus 5.5*. Even in its default state a lister is pretty well set up for everyday use. But before we get into editing, perhaps it would be a good idea to look at exactly how a lister is set up.

"...this doesn't mean that you need a brain the size of a planet in order to use DOpus 5.5."

Now, it has to be said that I very rarely use the command or directory menus in *DOpus*' Listers. In fact, I rarely use the Lister status menu either. I prefer to just click on my windows' status bars in turn to create a Source and Destination. But, and it's a big but, the Lister toolbar is extremely useful and, just like a standard button bar, you can Alt-click on a button to edit it. For *DOpus 4* users, getting used to the fact that you have a whole panel of buttons to use free with every lister can take some time, but it certainly saves wear and tear on your mouse when compared to having to move from the top of the screen down to the bottom to click on something and then move back again – particularly on a graphics card.

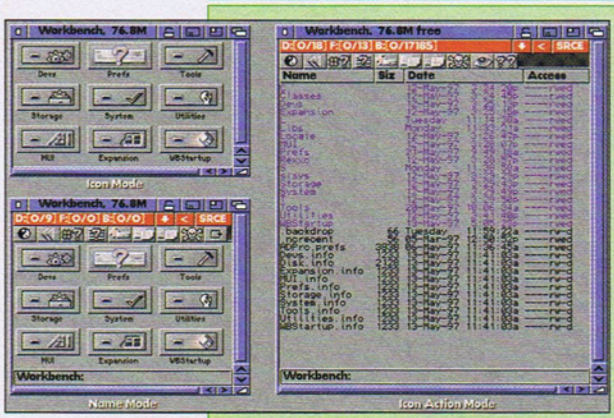
Right, the next thing to get to grips with is the fact that you can have more than two listers open at once. For a start, you can simply double click on the backdrop of your *DOpus 5.5* screen and you'll open up a lister showing a device list. Next up, if you have a directory showing in a lister and you would like to open a subdirectory, but in a different lister window, then you can do one of two things. If you already have a second lister open and you're not bothered about its contents, then you can hold down either shift key and drag 'n' drop the directory you want to examine into this new lister. If you only have one lister open and you want to look at a new directory, you can do this by holding down either shift key and double clicking on the desired directory. Slightly more bizarrely, if you want to open a new lister for this directory, but you don't want the two listers to take up any more room than the original lister, then you can hold down both the shift key and the alt key when double clicking.

If there are certain directories that you access on a regular basis – say, for



It's very easy to switch between lister view modes. Just use one of *DOpus*' many right mouse button pop-up menus.

DEPECHE MODE



DOpus has the ability to show you your files in one of three ways: Name mode, (the standard DOpus method), Icon mode, (where files are shown in the same way as Workbench shows them) and Icon Action Mode, (where the toolbar from the lister is retained along with some of its functionality).

***DOpus Magellan*, the new version released recently, (*AF99* 92%) offers more flexibility in Icon and Icon action mode, since they are fairly limited in terms of file actions.**

All the modes, in all the sizes, in all the colours...

ANATOMY OF A LISTER

1 The red bar shows the directories, files and byte count selected and totals them respectively. The three buttons to the right are a command menu, a directory menu, (that allows you to jump to root or see a device list), and the Lister Status menu, (which tells you whether the current Lister is a Source, Destination or unused window).

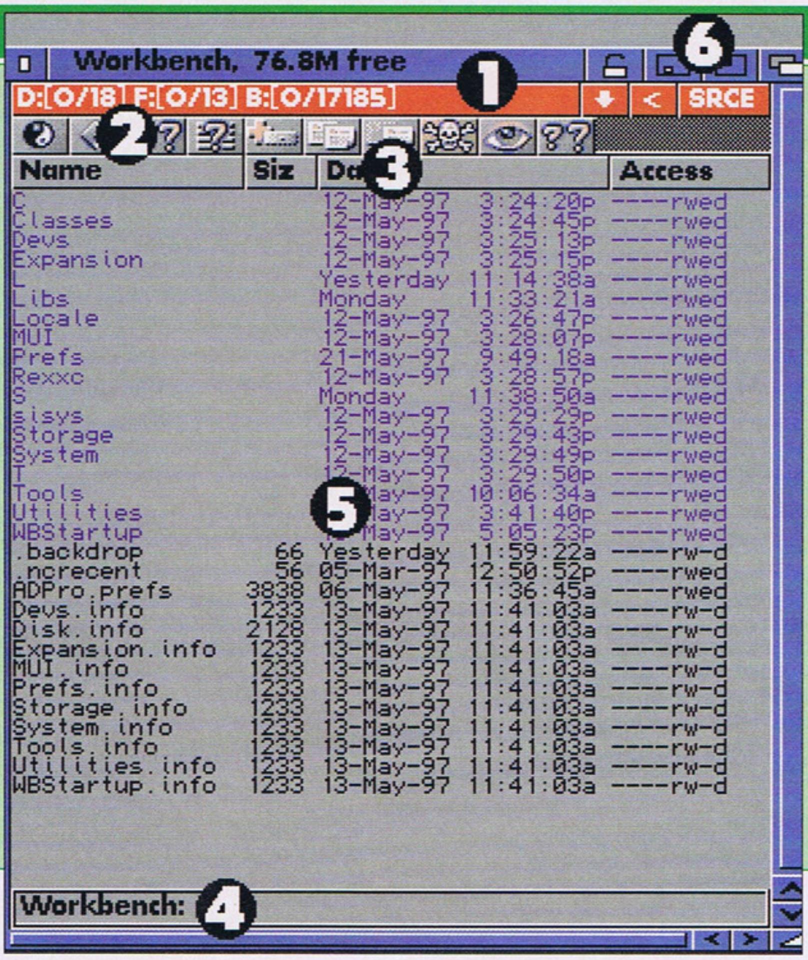
2 This is a button bar. You can set up commands here in exactly the same way as you would for a standard button bar.

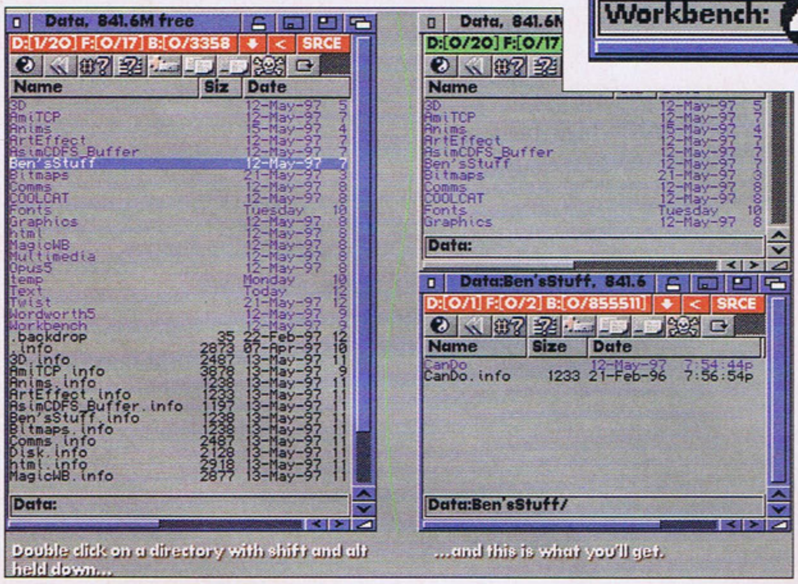
3 These titles can be rearranged by dragging them to the left or right so that you can have, for instance, the date first in the lister. If you click on them, it reorders the listers according to which title you have clicked on – the order can be reversed by clicking on the same title again.

4 This text gadget shows the path for the current lister. If you want to change directory you can do it by typing the path you want in here.

5 The main lister body. You can scroll through it using the scroll bars at the bottom and right of the window and also by holding down the right mouse button in the lister and moving it around.

6 In addition to the normal window front to back and zoom gadgets, *DOpus* gives you two more, the iconify gadget that reduces the Lister to an icon on the *DOpus* screen and the padlock which stops *DOpus* from going to a custom lister display if one has been set up.





Double click on a directory with shift and alt held down... ...and this is what you'll get.

Just one of DOpus' neat little tricks.

instance, floppy disks – then it might well be worth setting up a few keyboard shortcuts to make it easier to get to them. In the office, I use the numeric keypad for the floppy drives: numpad 0 brings up df0:, numpad 1 brings up (yes you guessed it), df1, and so on. I use numpad enter for Workbench: and the decimal point on the numeric pad for ram:. The easiest way to set these up in *DOpus 5.5* is to use the Settings/ Hotkeys... (RAmiga 8) menu item. You can create as many new hotkeys as you like here, all you need to do is remember them. When creating a hotkey to bring up a directory in a lister there are two things to bear in mind.

The first is what mode you want to see your lister in and this is configured using the MODE= argument. The second is whether you want a new lister for your requested directory or not. If you do, then you should add the argument NEW to the line.

"...you can create as many hotkeys as you like here, all you need to do is remember them."



Our toolbar has the following functions assigned as left and right mouse button actions:
• Device List/Cache List; • Parent/Root; • Select All/Toggle; • Select; • MakeDir; • Copy/Copy As; • Move/Move As; • Delete; • View; • Size Check.

HIDDEN HINTS

Drag 'n' Drop is a very useful thing to have, but don't you hate it when you have already selected the files you want to drag, but then have to do something else before you can return to the selected files? What invariably happens is that instead of dragging all the files you have selected, you end up just dragging the one the mouse is over, because *DOpus* is making a new selection. Well, you can still drag all the files you have selected if you just hold down the ALT key before you start the dragging process.

If you used to have *DOpus 4* you'll remember that you could click on the outside edge of a lister to get to the parent directory of the one you are in. You can do the same with *DOpus 5* by clicking on the left edge of any lister. Unfortunately *DOpus 4's* ability of going to the root of the current directory by right clicking the mouse button on the edge of a lister has not been carried through to *DOpus 5*.

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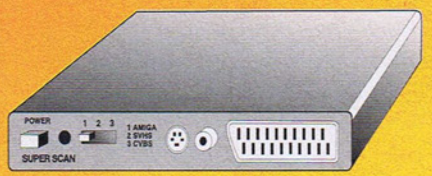
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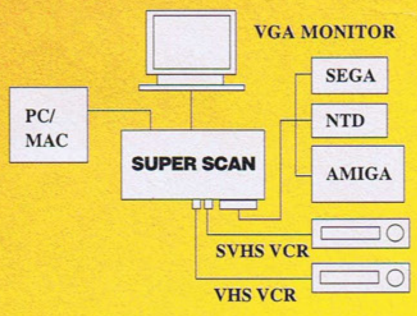
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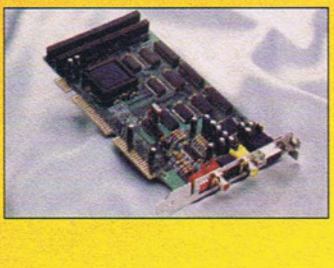
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- Adapts all the inputs to standard 31.5KHz VGA signal. Gives better and clearer display on your small-pitch, high resolution VGA monitor .
- Supports switchable AMIGA (RGB), SVHS (Y/C), CVBS (Video), PC input.
- Specially designed flicker-free daughterboard - optional. When this board is installed it will eliminate the flicker phenomenon from all AMIGA 15k modes.





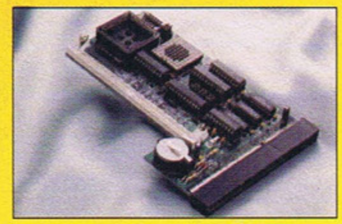
Video Magician™

- Internal Amiga to VGA double scan rate converter for AMIGA 2000, 3000, 4000 computers.
- Double scans all AMIGA 15k video signals into VGA 31.5k signals. No AMIGA specification monitor needed.
- Supports all AMIGA display modes and FLICKER FREE with your AMIGA in 15K mode.
- 24bit full colour resolution.
- With RGB encoded signal in CVBS, SVHS (Y/C) output.
- 100% plug and play, no jumper or switch to be adjusted. Automatically detects the NTSC/PAL system and all modes of AMIGA display for output in VGA, CVBS, SVHS.
- Strong expansion ability: a. Video decoder daughterboard – optional; b. SVHS (Y/C) Genlock daughterboard – optional.
- Flicker switch equipped – if you want to have a look at the original flicker image of the AMIGA (Normally records the AMIGA video signal into VCR so you can see the quality of display on the VGA monitor as a preview), the flicker switch is very useful!



BC-1208MA™

- 8Mb true zero wait state ram card for AMIGA A1200.
- With clock and TWO FPU SOCKETS: PGA and PLCC.
- Uses the standard 72pin Simm module: 1Mb, 2Mb, 4Mb or 8Mb.
- Battery backed up RTC included.
- Fully compatible with PCMCIA card, and specially designed re-location of memory into C0-D7 to get more memory when using the 8Mb SIMM.
- Very good performance (2.33 times than the A1200, tested by Sysinfo V3.22)
- Memlink™ software included.



Other services: 1. PCB production; Low price, best quality, speedy delivery
2. 150 pin 1.27mm connector (A1200) available
3. Other components, OEM/ODM production

Bio-Con Taiwan Corp.

1st Floor, No.2, Alley 8, Lane 223, Sec 4, Cheng-Kung Road, Nei-Hu, Taipei, Taiwan, R.O.C.

Tel: +886-2-7902761 or 7927590
Fax: +886-2-7902730
E-Mail: biocon@ms1.hinet.net
See us at www.biocon.com.tw



MailBag

Send your letters to: Letters To The Editor • *Amiga Format* • 30 Monmouth Street • Bath • Avon • BA1 2BW or email to: amformat@futurenet.co.uk – putting 'Mailbag' in the subject line.



The CD[32]. *Now* it's popular.

RTFM

Could you tell me where I can buy a manual for an Amiga CD[32]? I bought the machine some months ago, along with joysticks and various games, and would be grateful for any help you can give me.

J. P. Keane
Huddersfield

Given that the machine has been out of production for years, I can't actually think of who may have a manual. You could try Amiga International on 0049 6103 58785.

UPGRADING

In your April issue, you recommended upgrading Workbench from 1.3 to 2.04. Please could you give us an in-depth article showing us how to do this, for all Amiga models, as I would like to upgrade my A1200 from WB3.0 to WB3.1. Also, could you print an index of previously reviewed technology and software in *AF*, (with a percentage mark), as it would help your readers choose add-ons and software etc, with the reassurance of your independent opinion. Another idea might be to take several Amiga "virgins" and let then loose with upgrade software, to see which company gives the best support and instruction – and which ones use language from the planet Vulcan.

N. J. Rathbone

I think we probably recommended to upgrade to WB3.1 whichever machine you had. At the moment there has been a little halt in the supply of WB3.1 kits, due to a dispute between Village Tronic and Amiga International. I'm sure there will be some resoulution to this soon though.

As for a searchable index of products, we can't really put it in the magazine (it would take more pages than we have to list everything that has been reviewed), but we have put a searchable index on the CD, and it will also soon be live on the web page. I hope that will help, live long and prosper.

JAM TODAY

If you cast your mind back to Christmas '93, you may recall *AF54* with its reviews of *Frontier, Alien Breed 2. Cannon Fodder, Settlers,* etc, etc. Well, that was my first *Amiga Format,* which I bought to find out what I could do with a 3Mb A500 Amiga, (given to me as a Christmas bonus from my employer, whose son had just bought a new A1200).

On one of the Coverdisks was a music program called *SuperJAM!* I never got it to work properly on the A500, nor indeed on the A1200 which soon followed. It was not until I got an accelerator and some fast RAM that I got it working as it should, even though it sounded naff just using samples.

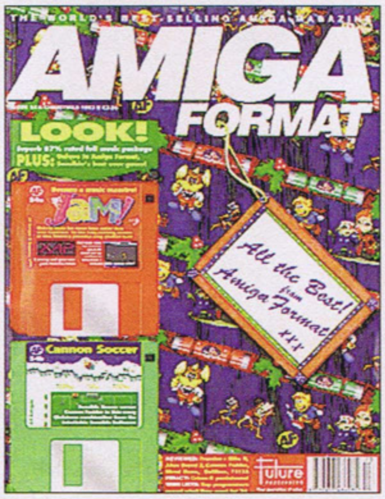
Then your *Bars & Pipes* coverdisk came along (*AF71*) and I got a wonderful Korg X5 synth. *SuperJAM!* lay forgotten in some dark corner of my hard drive. Blue Ribbon themselves were sucked into the voracious maw of Microsoft. And then came the announcement in some other mag (shame on you!) that Microsoft had posted Blue Ribbon's software on Compuserve. I don't have Internet access – but I know a man who does.

And it's all there. Including *Bars & Pipes 2.5* and the *B&P* version of *SuperJAM!* Free! And used with MIDI it is a wonderful program. So I suppose a grudging thank you to Microsoft is in order. Maybe.

Anyway, to the point. I would really appreciate some help with writing more styles for *SuperJAM!* I can't figure it out without a manual, and the original coverdisk article in *AF54* is rather lacking in this area. So perhaps a mini tutorial could be arranged if you think anyone is still using this excellent program. And did anyone else ever post any new styles on Aminet which could find their way onto your excellent CD?

If anyone has a *SuperJAM!* manual which they no longer require, I should

Continued overleaf ➡



We were jammin' back in *AF54*, and we hope you were jamming too.

Issue 100 Giveaway!

You and Canon can!

Canon can and now you can too! We've got two Canon BJC-240 colour bubblejet printers. The Canon BJC-240 utilises the new PhotoRealism print quality standard and gives users access to stunning photo-quality printwork. We're sure you're drooling so send that postcard to: *Amiga Format*/Canon competition SM1 Group 1 • Down Place Hammersmith • London W6 9JH For competition rules and regs see page 9.

worth £300!

AND NOW FOR LOT NUMBER 100...



Recently I have acquired issues 1 to 10 of *Amiga Format*, surely one of your most successful publications? The Coverdisks are also included. I was wondering if you knew whether these issues are collectable, or if they are thought to be worth anything.

Jamie Clarke
Coventry

You have an interesting question there. With collectable items, they are generally worth what somebody is willing to pay for them. I can't say we've had many people ring up the office to offer us thousands of pounds for a mint issue one, but there are people who keep all their back issues – many of them since issue one.

Whatever the market worth, you have done the right thing to keep hold of the Coverdisks, as this will increase the value of the issue.

Do we have any readers who work for Sotheby's, or would be prepared to put a value on a mint condition first issue of *Amiga Format*?

⬅ be happy to buy it. I can be reached on 01903 520828. And please; will someone write a score writing program like *Sibelius 7*. Go on, *Deluxe Music* doesn't really cut it anymore.

John New
Lancing, W.Sussex

I do well remember issue 54, and indeed the SuperJAM! *disk. In fact I organised it for all you lovely readers.*

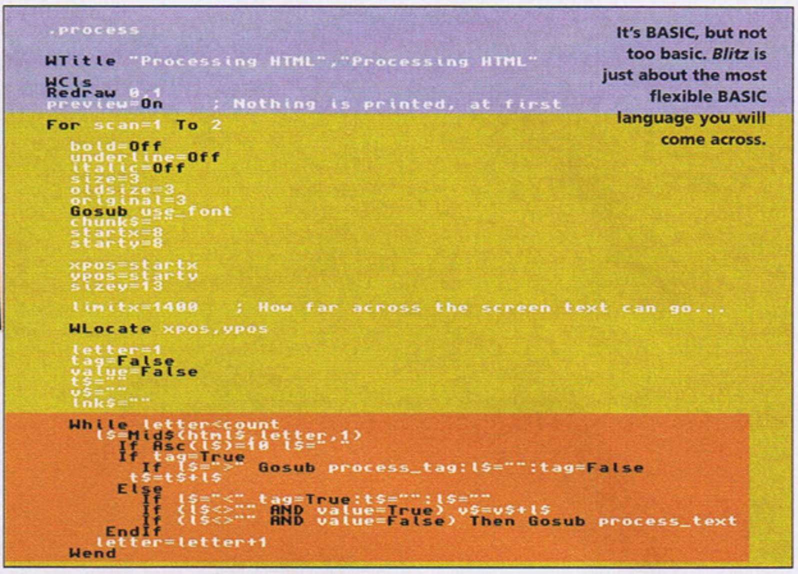
I know that B&P *and* SuperJAM! *can both be found as a free download on Compuserve (as we did mention previously), but there are two problems. Firstly, Compuserve do not have the necessary CIM software for the Amiga. Secondly, the files are* ***NOT*** *freely distributable. So if you use an Amiga, you can't get to the files, and legally, you can't get one of your chums to download it for you. I don't know if a tutorial is appropriate, but may I recommend the unofficial* Bars & Pipes *website (which also covers things* SuperJAM!*)*
www.execulink.com/~jtech/b%26p.

BLITZ BUMMER

I am a *Blitz Basic II* user, so your Game On article particularly caught my eye. Judging by the number of user games programmed in *Blitz* that you have been reviewing over the past months, there are many users out there. But where are the user-groups and who's putting out the newsletters? I am keen to know. I have been using *Blitz* (with the *Red Blitz* site) for some time now. I've solved some of the problems you always encounter but still have the odd ones that leave me pulling my hair out. Which, fortunately, I have enough of. Can you help? By the way, I'm not connected to the Web and have no plans to be for the near future. My expenditure is currently being gobbled up on the video side.

Keep up the good work, it's a brilliant mag. Once you've gone we'll know it's the end.

D. R. Coe
Essex



It's BASIC, but not too basic. *Blitz* is just about the most flexible BASIC language you will come across.

Sadly for you, probably your best source of information is the internet. As well as being able to download the wealth of Blitz *related stuff on Aminet, there are many small clubs and "netzines" which cover* Blitz. *One of the best is Amiga Blast* www.intercom.it/~fsoft/Amigablast/issue1/index_E.html *which has been running a series of internet tutorials.*

Another site worth visiting would be Red When Excited site, the home of the Blitz support suite. They can be found at: www.ldngedge.demon.co.uk

Also, Nether Realm Software are about to publish what looks like a great Blitz *book. You can contact them at: 2930 8th Street, Cuyahoga Falls, Ohio 44221, U.S.A. Tel: 001 330 9281738*

FINAL STRAW

I have long been a user of Softwood products having owned various versions of *Final Copy* and *Final Writer.* I have upgraded from previous versions, in



Letter of the Month

I was reading the section on new games in last month's *AF* and I was horrified to see that soundcards were mentioned quite a bit. The Amiga does not need soundcards, it has enough problems as it is. Not needing soundcards is one of the Amigas main advantages over the PC.

Two of my friends have PCs, one of them has a very cheap soundcard (which keeps switching itself off), one of them has a very expensive soundcard (over £200). Both of them have to write loads of batch files and a config file for every program which requires sound, or they get no sound at all. But guess who has the best sound out of the three of us? Me, because I put my sound through a stereo, and my friends lose all the quality from their sound because they've got naff speakers.

So, don't buy a soundcard, buy a stereo. If you already have a stereo, still don't buy a soundcard because that will encourage people to write stuff that needs soundcards.

And one last thing, if and when a new Amiga is developed. Please, please, please keep the native sound chip, even if you have soundcards as well. This will give us something to fall back on when the soundcards don't work.

James Rollison



Sound cards: Should they be encouraged or banned?

You're right that there is no point having a sound card unless you have a decent amp /speaker setup to play the sound through. Even the very best monitor speakers aren't going to be able to deliver solid bass sounds – it is truly amazing what a difference it makes.

However, I think your friends problems just highlight the differences between the Amiga and the PC. The trouble is that virtually all the manufacturers set up their cards in different ways, have different drivers which do different things, and so on. Nothing new there.

The Amiga has standards, which by and large manufacturers stick to. There is now a standard for retargetable sound called AHI which does seem to be generally accepted as the way forward.

Developers writing for the AHI standard don't need to worry about what hardware the end-user has, because the AHI system takes care of it. You don't even need to have a sound card to use AHI, because it supports the standard Amiga sound chip too.

So I think your fears are rather unfounded. I don't think there is any reason to expect that the AHI standard will be any less successful than the various RTG systems currently in use. In fact, as there is only one system for retargetable sound, it should be a lot more successful.



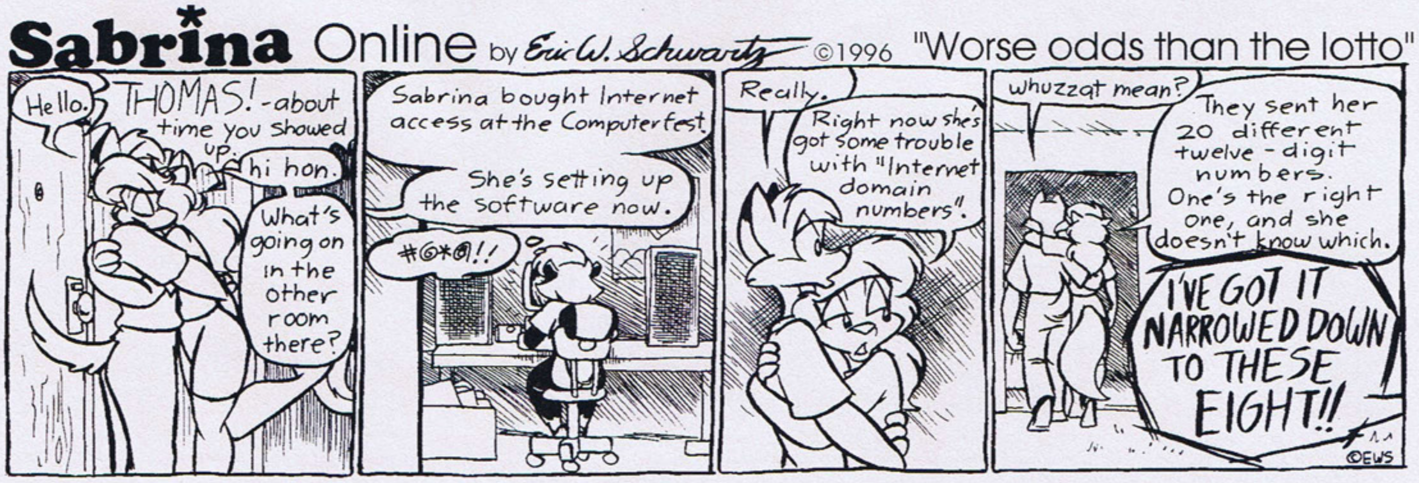
Not so *Final Writer*, given the number of updates that have appeared.

order to support Amiga-related companies and legally gain improved software. Some of the *Final Writer* upgrades have not been cheap. The new *Final Writer 97* is priced at £40 and an upgrade from my version 5 of *Final Writer* has been quoted by the Softwood suppliers as £30.

There's little logic in forcing a shrinking Amiga market to pay increasing upgrade prices that bear little relation to the outright cost of the new product. Softwood supporters who have legally upgraded in the past have paid a small fortune in fees but are penalised for their loyalty by such excessive extras as exorbitant upgrade "offers." *Final Writer 97*? It hurts me to say this, as a still-loyal Amiga stalwart, but *Final Writer 97* – no, this is my Final Write Off. I know that program developers need to feed their families but what do other readers think?

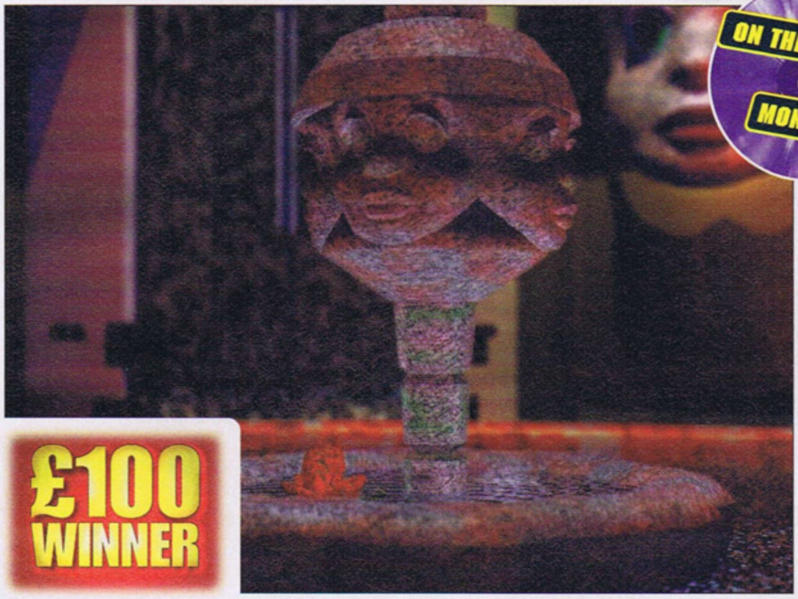
Adrian Beverley
E. Yorkshire

This is a concern which I think was pointed out in the review (AF99), in that there doesn't seem to be much of an incentive to upgrade at the price quoted. What do other readers think? We always like to hear your opinions – they cheer us up in the morning when it's raining outside.



The Gallery

Just when you think people are only going to send in rendered images you get a couple of cracking hand-drawn ones...



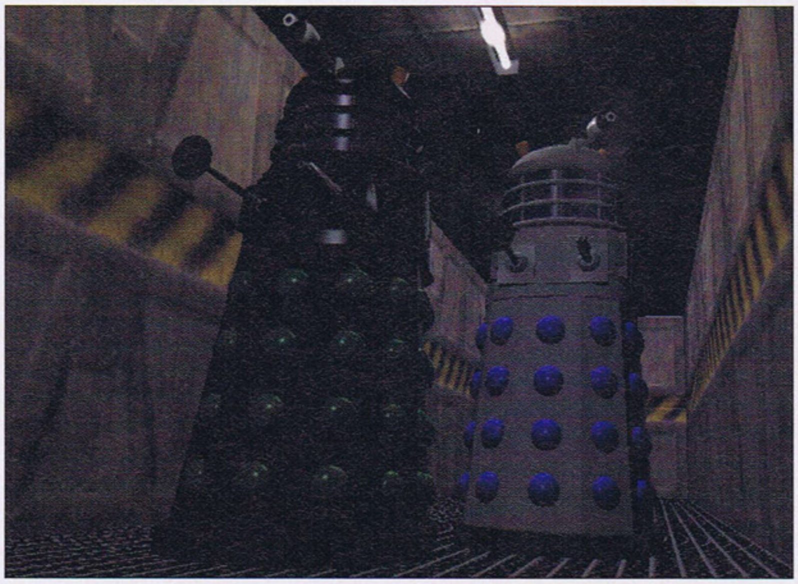
The depth of field and moody lighting are what make this picture this month's winner of the specially expanded £100 gallery prize this month. Take a look at the animation it comes from.

Water Dance — by Kris Dom



Seen *Mars Attacks* Oliver? We like the forced perspective which makes the alien ships seem all the more menacing here.

They're coming — by Oliver Wilkinson



Mean and moody, dramatic camera angle, but a bit too dark for print so we had to lighten it up a bit. See the original on the CD in the -Readerstuff-/Gallery drawer.

Daleks in Dark — by Eiden McDonald



Roy's subject has a real look of a demonic Mick Jagger/Bobby Gillespie clone. Is this anyone you know Roy?

Coo — by Roy Hook



This great picture would probably look better spray painted on a wall, but I'm sure Douglas wouldn't do that. There is so much detail in this picture you can spend ages looking at it.

The Wish — by Douglas Bayley



Adam sent us a whole host of pictures of aircraft and other vehicles, but this is one of the only ones not set against a grey background.

Big 747 — by Adam Mawson



AMIGA FORMAT COVER CD

It's issue 100 so you know we've got something special for you. This month it's a CD that's 101 per cent full!

LOOK HERE 1ST!

That's right. Our CD this month has an amazing 654Mb of data on it just for you. Unfortunately, I have less space this month to talk to you about it all because of all the other stuff that's in the mag, so pay attention.

First up, because some of you haven't even seen the hard work I put in on the set-up script, we've decided to move it to the root of the CD. Just a bit of clarification: to set up the disc, double click on the icon, to get rid of the assigns, etc. double click on it again. That's all you need to do.

Also up this month is an interview with Stefan Stuntz that there just wasn't the room for in the mag. It's my usual soapbox piece Ben_Speaks!

IN THE MAG

We've got a couple of special bits in here for you this month. First is a directory, containing scans of the first 99 issues of *Amiga Format* for you to do with as you will. The second is the complete top 100 Shareware products listed in the magazine, so you don't have to go searching for them high and low. The things we do for you – I don't know... In addition to these special items we also have the usual line-up with Emulators, Amiga.net and ARexx.



READER STUFF

A bit slack this month on reader submissions, I have to say. Come on you lot, get your programs, games and pictures sent to us! Still, what we did receive was pretty good quality:

£100 WINNER

AFCD16:-ReaderStuff-/David_Howe
David has come up with a way of adding sound to your IFF animations. He's programmed a utility in *Blitz* that allows you to add sound effects to individual frames. It's good, but we want to see the next version where the framelist is a bit more user-friendly.

AFCD16:-ReaderStuff-/Tom_Miles
Tom Miles, on the other hand, has done a great job with his *Netstat* program. It's yet another call logger to check your phone bills but this one autosenses when you go online and off and can even give you a warning at a particular time interval to stop you getting addicted to the Net. That's why we've decided to give Tom this month's Serious prize which is an Issue 100 £100!

AFCD16:-ReaderStuff-/Dean_J_Wood
Dean's come up with the novel idea of using the *Amiga Format CD* as a bulletin board for AMOS programming questions. He's even created his own interface for reading the text files that the questions come in. If you have any questions then send them to:
Dean Wood
46 The Moat
Western Coyney
Stoke on Trent ST3 6NB

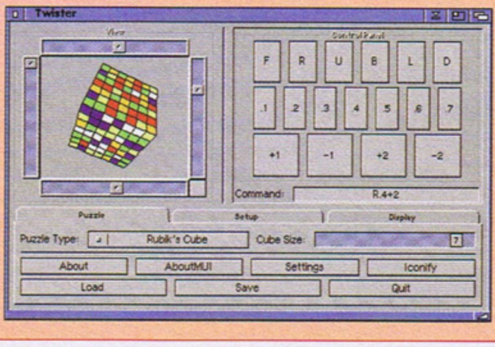
Oh, and Dean, it might be a good idea to change the name of your program – it might give people the wrong idea about its capabilities.

SCREENPLAY

AFCD16:-ScreenPlay-/Commercial/Vulcan
This directory contains an AVI in two sizes of some of the behind-the-scenes goings on in the production of Vulcan's up-and-coming game *Wasted Dreams*.

Twister

AFCD16:-ScreenPlay-/Shareware/Twister0.38b/Twister
How do you fancy trying your hand at a Rubik's Cube with seven squares to a side rather than the usual three? That's where *Twister* comes in. It's a nice MUI implementation of the early eighties puzzle.



War in the Clouds

AFCD16:-ScreenPlay-/Shareware/WarInTheClouds
War in the Clouds is a game for up to eight players where you control a World War I plane shooting each other up. It's fast and frantic and not particularly easy to control – should be ideal for after the pub with a few mates!

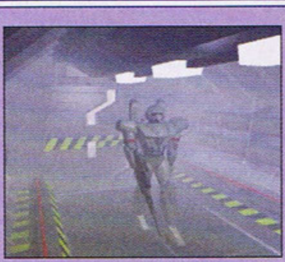
We also have the usual long list of hard drive installers for your favourite games including *Super Cars 2*, *Lotus Esprit* and *Gods*, in our utilities directory.

DISCLAIMER

This *AFCD* has been thoroughly scanned and tested at all stages of production. We recommend that you always run a virus checker on ANY software before running it. Future Publishing Limited cannot accept any responsibility for disruption, damage and/or loss to your data or your computer system which may occur while using this disc, the programs or the data on it. Ensure that you have up-to-date backups of data contained on your hard drives before running any new software. If you do not accept these conditions do not use this disc.

SERIOUSLY AMIGA

Commercial



AFCD16:-Seriously_Amiga-/Commercial/C4D4_Examples
If you want to know what *Cinema 4D CD Edition* is capable of why not have a look at the animations in this drawer? Some of them are pretty big and they are all HAM8, so they are going to be limited to AGA owners with plenty of memory, but hey, that's you isn't it?

AFCD16:-Seriously_Amiga-/Commercial/PersonalPaint
If you have *Personal Paint 7* and want the newer version 7.1, this is the drawer for you. It contains the updater and all the new scripts.

Shareware

AFCD16:-Seriously_Amiga-/Shareware/CD-ROM/ANTCDF
If you have a whole bundle of *Aminet CDs* and you hate having to search through them all trying to find something, then *ANTCDF* is the cryptically-named tool for you! It takes *Aminet* index files found on each CD and can search through a whole *Aminet CD* in about two seconds on an '030 A1200.

AFCD16:-Seriously_Amiga-/Shareware/Comms/Other/CallMan
CallMan is a simple phone number database, but it should come in handy for anyone with a modem since it can be used to dial numbers using the modem. It also calculates phone bill costs and can analyse your *Miami* logfile to give you a fairly accurate estimate of just how huge your phone bill will be.



AFCD16:-Seriously_Amiga-/Shareware/Graphics/Rainbow_System
The *Rainbow System* is a way of offering to graphics what AHI gives to sound. It consists of a main library and then a series of drivers. You choose the driver that best suits your Amiga and then any applications that use *Rainbow* will then work on your machine. The idea is that even if you don't have a graphics card, you will still be able to use software intended for graphics cards. We don't know of any software that thus far exists for *Rainbow*, but it's worth taking a look at.

AFCD16:-Seriously_Amiga-/Shareware/Graphics/TheWave
Even if you can't speak German you should find this little tool pretty easy to use. It generates interference wave pictures, you know the sort of thing – concentric circles fading into one another.

AFCD16:-Seriously_Amiga-/Shareware/Hardware/IDE-fix
Oliver Kastl's *CacheCDFS* has opened up the world to IDE and ATAPI CD-ROM drives and their inherent benefits of cheapness and speed. Now *IDE-fix97* is out and it works even better. If you are currently using a version of *IDE-fix* or *CacheCDFs* that came with your drive you may well want to upgrade to this version, but beware, if you are not registered, then it will stop working after 30 days.

AFCD16:-Seriously_Amiga-/Shareware/Sound/mp3enc
AFCD16:-Seriously_Amiga-/Shareware/Sound/mp3info
AFCD16:-Seriously_Amiga-/Shareware/Sound/mpega
AFCD16:-Seriously_Amiga-/Shareware/Sound/mpegaplayer
AFCD16:-Seriously_Amiga-/Shareware/Sound/mpg123
MPEG audio is all the rage these days and these programs are the very latest versions of all you need to create your MPEG audio streams and play them back. With it you can turn a 650Mb audio CD into about 50Mb, but be warned, this can take ages to do!

AFCD16:-Seriously_Amiga-/Shareware/Sound/AlgoMusic2_1
AFCD16:-Seriously_Amiga-/Shareware/Sound/Musiker
And here are two programs that create "automatic" music for you. If you're short of ideas for a new melody for your MODs, then either *AlgoMusic* or *Musiker* might be just what you need.

AFCD16:-Seriously_Amiga-/Shareware/Programming/HRTmon
If you miss *Action Replay* since you ditched your A500 and got your A1200, then *HRTmon* might be just the thing to put the smile back on your face. It's a memory monitor that can be used to add hacks to games, giving you extra lives and so on, much like *Action Replay* did, but all in software. The authors reckon that for optimum performance you need a "Level 7 button" attached to your Amiga, but it's all detailed in the docs.

AFCD16:-Seriously_Amiga-/Shareware/Programming/Pcq12d
Fancy a complete Freeware Pascal compiler? Well, *Amiga Format* has one on the CD this month for you. It has no icons, so don't be surprised if all you can see is a 'readme' file.

AFCD16:-Seriously_Amiga-/Shareware/Workbench/DataTypes
You'll find datatypes for animations (both IFF, MPEG and IFF Film) and pictures (BMP and IFF Deep) here along with a new v43 picture datatype library for *CyberGraphX* users.

AFCD16:-Seriously_Amiga-/Shareware/Workbench/SIP
If you've ever used *ARTM*, then *SIP* will instantly feel familiar to you. It allows you to peek under the hood of your Amiga to see the workings underneath and get rid of windows and tasks that have crashed. This latest version now even supports the display of PowerPC tasks generated through Phase5's revolutionary PowerUp boards.

AFCD16:-Seriously_Amiga-/Shareware/Workbench/2000
Here's a useless bit of fun. This clock in reverse will countdown the number of days, hours, minutes and seconds 'till the year 2000 and pedantically, will also countdown to the start of the next millenium which will actually occur on the 1st January 2001.

READER WARRANT

Every reader submission to the *AFCD* must have a reader warrant attached to the accompanying AF_Readme file. You can type it in off this page or take it from the various locations it is stored in on the CD (Look_here_1st!, ReaderStuff etc). A last reminder: this text must be in your AF_ReadMe, or your submission won't go on the CD – it's Future policy.

In respect of all material which forms my reader contribution to Future Publishing's *Amiga Format* I hereby warrant that:-
(1) the material is original and does not infringe any other material or rights;
(2) the material does not contain any material which is defamatory, obscene or indecent and is exempt from classification under the Video Recordings Act 1984;
(3) that there are no legal claims against the material provided;
(4) that I have full power and authority to provide this material to Future Publishing.

DISC NOT WORKING?

If your *AFCD* is defective, please return it to the address below. Please make sure that you have followed our installation procedures correctly to ensure that there is no physical problem. Please send us the *AFCD* along with a description of the fault (not forgetting your name and address). A new working version should be returned to you within 28 days. The return address for faulty discs is: PC Wise Ltd, Dowlais Top Business Park, Dowlais, Merthyr Tydfil, Mid Glamorgan, South Wales C48 2YY.

Your *AFCD* should only need replacing if the CD itself cannot be read. If, instead, you are experiencing problems with an individual demo or application, phone our technical support line. This is open between the hours of 2pm and 5pm every Tuesday.
Tel: 01225 442244. Fax: 01225 732341.
email: amformat@futurenet.co.uk
(put "Coverdisc" in the subject line of your message to ensure it is processed swiftly).

Please note that the helpline staff provide assistance with technical problems directly related to our cover CD and cannot provide training on the software or hardware in general.

Phase 2

Moving to Phase 2 (ahem) of our plan to conquer the world with superior CD giveaways, Ben Vost examines what's on the next disc in the collection.

Phase 2 is the second in the collection of EMC's highly-rated CD library. Like *Phase 1*, it contains a mix of fonts, clipart and images leavened with a sprinkling of handy utilities all bundled up in a highly organised fashion.

PARNET NETWORKING

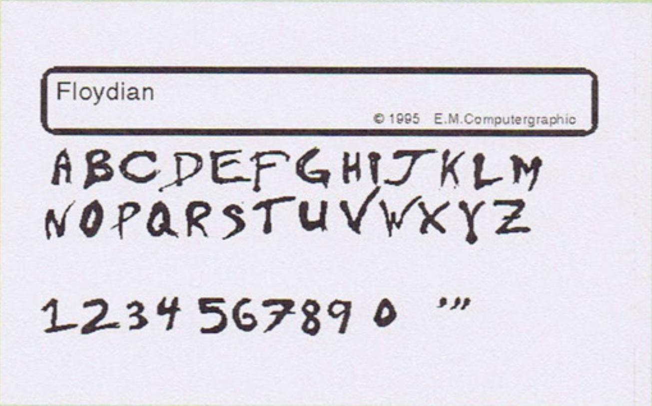
***Phase 2* is designed to be as easy to use as possible, and if your CD-ROM drive is a CD32 or CDTV, you'll know how awkward it can be to get files over to your main machine. *Phase 2* has a Parnet installation on it and full instructions on how exactly to get it to work with your machine.**



FONTS



Fonts, fonts and more fonts. Sun and Cinnzig are ideal for *DPaint* or *PPaint* and Floydian is best suited to *PageStream* or another DTP package.



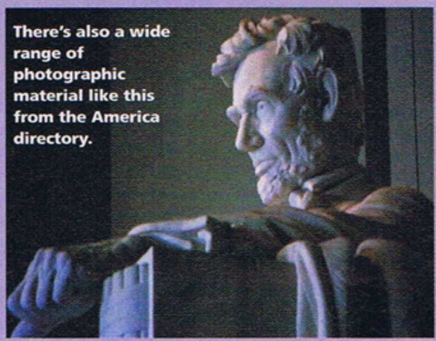


This disc contains more than 72Mb of fonts in various different types. There are bitmapped colour fonts and type 1's that are guaranteed to work with *Imagine*. Once you've looked at those, then you might want to beef up the fonts you can use in *Wordworth*, *Final Writer* and *PageStream* by installing some of the 146 fonts found in these directories in either CompuGraphic or Postscript format. Each of the fonts has its own IFF preview picture so that you don't have to install them all to find out which are to your taste.

IMAGES



With shots from movies like Terminator 2 and TV shows like Babylon 5, you shouldn't be stuck for material.



There's also a wide range of photographic material like this from the America directory.

Like all of the *Phase* series, the images on this disc are subdivided into categories. Each category contains three directories which all contain the same images in 16-colours, 256-colours and HAM, just to be sure that you can use them without being forced to get out your image processor to tidy them up. What's more, there's an index file in each of these directories that shows you thumbnails of all the images contained so that you won't need to hunt around for the picture you want.

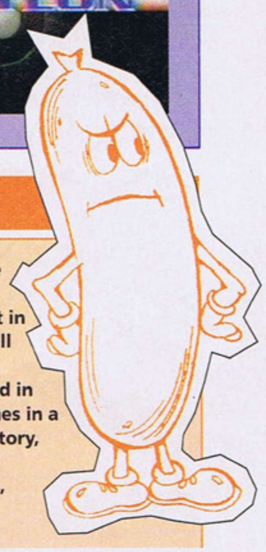
Some of the image categories on *Phase 2* include:

Babylon5, BorisV, Britain, SciFi & World

Be aware that many of these images are copyright, so using them for commercial purposes without clearing them with their authors is legally dubious.







PHASE 2 CLIPART



In the colour clipart section you'll find everything from boats to watermelons.

Phase 2 has clipart galore – over 130Mb to be exact, the vast majority of which is in easy-to-use IFF format. However, you'll find clipart in the outdated IMG format that *Wordworth* still uses (and which is also supported by *PageStream*) and GEM clipart that can be used in *Wordworth* as well. The mono IFF clipart comes in a variety of categories, each in their own directory, including some of the following:

Alphabet, Borders, Cartoons, Computers, Electric & Space & SciFi.

AND FINALLY...

This CD has been compiled to the highest standards, and thoroughly checked at every stage of development. It is highly unlikely that any of the files or the CD itself is defective but if you have difficulty using any of the files on this CD, please check out the copious documentation on the disc before sending the CD back or ringing up *Amiga Format*.

If it turns out that there is a media defect (i.e. the CD itself is damaged, which should be clearly visible), please return it to:

PC Wise Ltd • Dowlais Top Business Park
Dowlais • Merthyr Tydfil
Mid Glamorgan
South Wales • C48 2YY



Paint your own masterpiece

Cloanto's award-winning *Personal Paint 7.1* is truly groovy and we've got five copies of the CD version to give away thanks to Cloanto. Send your self-addressed postcard to:

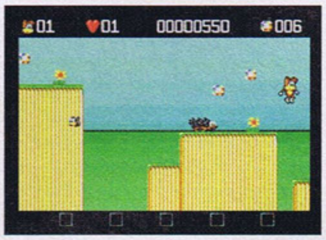
AF100 PPaint Draw
Amiga Format
29 Monmouth Street
Bath BA1 2BW

For competition rules and regs see page 9.

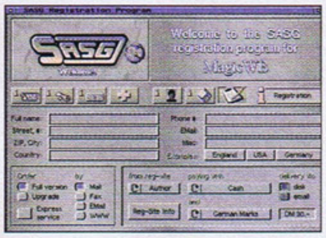
worth £150!

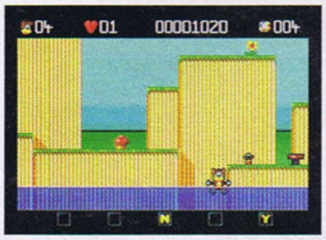
AMIGA FORMAT COVERDISKS



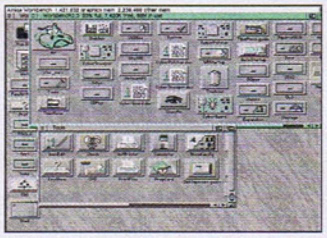


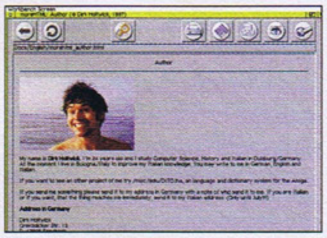












Play four levels of this new platform game and make the most of your back catalogue with our first set of patches.

David Taylor has something up his sleeve that will revolutionise your Workbench. It's *Magic Workbench 2.1...*



Monty the Wolf



Monty the Wolf is a new 20 level platform game that will have you hooked from the first moment you play. The background story is a simple one. Monty the Wolf is out playing in the forest with his bouncy ball when his village is attacked by aliens. Monty rushes back to see the aliens taking off with all the diamonds that Monty's village have used to power their township (dilithium crystals, we expect). Monty grabs a parachute and jumps onto the ship. Before they can leave the atmosphere Monty finds a lever he thinks will stop the ship and pulls it. In fact it opens the cargo bay and dumps diamonds over the planet.

Monty goes out to save all the diamonds, but the aliens have taken control of all the forest animals so that they are out to stop Monty. Monty's only weapon is his ball which he can bounce off the animals to stop them.

You guessed it. This remarkable plot means that you have to help Monty collect all the diamonds on a level while avoiding or incapacitating the animals that are around. The game is joystick-controlled. Fire throws the ball and if you come across an object you want to pick up, press down and fire. If you want to drop an object, press down and fire again. You can only carry one object at once. If you want to pick up the ball after you've thrown it you just need to walk over it. If you cannot get to it or have lost it, press the space bar or hold down fire for two seconds.

There are several power ups available in the game. Boots make you go faster and stars make you invisible for a few seconds. The red ball is a new ball for you to throw. There are also a set of letters that can be collected. These should spell out Monty and when you complete this you can play the bonus level.

On the levels themselves, you are aiming to make it to the pole. If you get to the pole and it isn't spinning it means that you haven't collected all the diamonds on the level. When you have all the diamonds, the pole will start spinning and reaching it will complete the level.





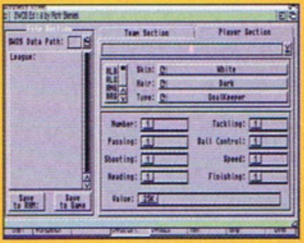
Monty fills you in on the scores (left). Beware the strange-looking spikes on that branch (right).

Get the most from your GAMES COLLECTION

Starting with this historic 100th issue, *AF* is bringing you the add-ons and new utilities that help you get the most out of your Amiga. That's why you'll find the new release of *Magic Workbench* on the serious disk and why you'll find the finest collection of patches and editors this side of the moon on this Games Coverdisk. Over the next few months we will also be bringing you a collection of hard drive installers and data levels for your existing games.

SWOS EDITOR

This has to be one of the most requested editors ever. This MUI utility can be used to automatically unpack and load the data for the SWOS teams. The program allows you to edit the team and player settings. Although using the program should be obvious, there is a full amigaguide to help you. Most importantly you should realise that it is designed to work with SWOS on a hard drive. If you don't have the SWOS hard drive installer, there are files you can delete from the floppy version – see the question and answer section in the guide. If you want to use the editor with the game installed on hard drive, but don't have the installer – then keep your eye on the next coverdisk.



Edit all the options with *SWOS Editor*. Get even more out of your favourite football game.

There is also a data file included on this disk that contains all the up to date English league information.

CAPITAL PUNISHMENT

One of our favourite games of recent times. Since its release this patch has also been made available which provides a more stable game. It has optimised code for 040 gamers and also an improved quit capability. More importantly for many gamers, *Capital Punishment* now works with Apollo accelerator boards. To install this patch you need to boot the serious Coverdisk – not the games Coverdisk – and have to enter the hard drive path where you have installed the *Capital Punishment* game. If you want to read more about the patch, the readme file is included in the Archives drawer on the serious Coverdisk.

ALIEN BREED 3D II

So you want to get further in *The Killing Grounds* but keep getting killed? This editor allows you to edit the level, health, weapons, ammunition and more. Requires reqtools library to run.

BREATHLESS

This patch will allow you to play any of the levels.

CANNON FODDER 1 & 2

Patches for both games that will allow you to play any level.

DUNE 2

Edit saved games and give yourself a few extras credits.

F1GPED

This game patch improves many elements of the game. To apply and use this patch you should read the documentation. When you open this drawer in Workbench you won't be able to see anything so you really need to use a file manager.

PINBALL DREAMS

Solves some of the crashes that happen, especially for '060 users. This is not a hard drive installer – watch this space.

SIM CITY 2000

Sort out all the bugs. Read the doc in a File Manager.

To help you complete the level you may need to hit buttons to open doors or collect colour coded keys. If you need to reach higher levels, you need to search for a spring. Pick up the spring and move it under the level you need to reach then drop it. Likewise you can collect the barrels and pile them up to reach further up the screen – or you can drop the barrels on baddies.

If you like this game then you can get the full twenty level game for only £4. Call that a sensible registration fee? Because we do. To get the full game simply send £4 to Anthony Sherratt at ASP Design, 111 Broadbent Avenue, Latchford, Warrington, Cheshire, WA4 1UW. There are even reduction clauses for you to get a pound off the price – see the documents for details. You should note that you can play this game directly from the Coverdisk if you have 2Mb RAM. If you have less you need a spare floppy disk which will have the demo unpacked onto it.



Add Power to your A1200

Power Computing have given us one of their *Format* Gold-winning complete upgrade kits, consisting of a Viper Mk5 with 8Mb RAM, SCSI interface and 2x speed SCSI CD-ROM drive (and lots of software) to give to you. If you want it, send an SAE to:

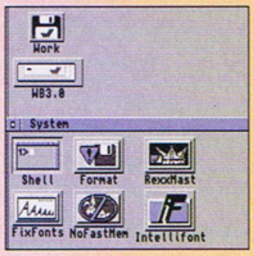
*AF*100 Power Draw
Power Computing • Unit 82A Singer Way • Kempston MK42 7PU

For competition rules and regs see page 9.

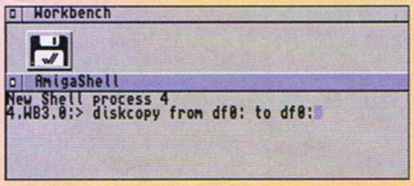
worth £240!

BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

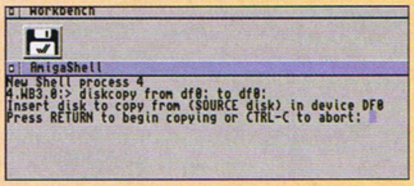


1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

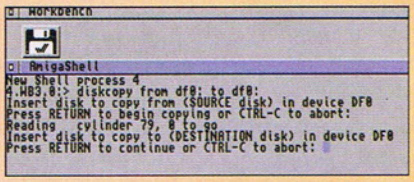


2 Type in the following line (with a zero, not the letter O), taking care to put the spaces in the correct places:

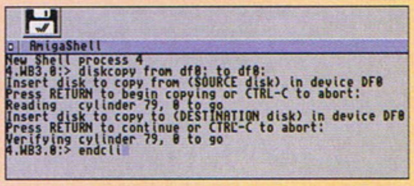
DISKCOPY FROM DF0: TO DF0:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type endcli to close down the Shell.

DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, with 2x26p stamps and an SAE to:

Amiga Format (insert name of disk)
TIB PLC • TIB House
11 Edward Street
Bradford • BD4 7BH

If there is a manufacturing error then the stamps will be returned with a replacement disk.

Magic Workbench 2

Ever committed to helping you get the best out of your Amiga, *AF100* brings you the new Workbench enhancement system. David Taylor introduces the package.



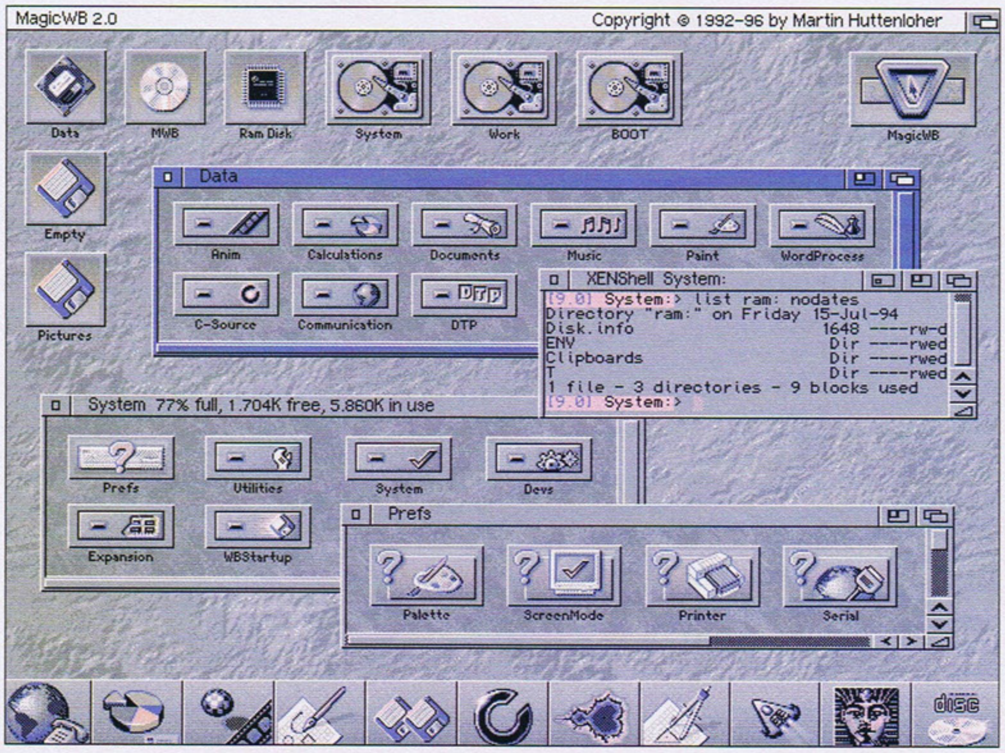
While each release of Workbench has improved the look of the environment, nobody can deny that it looks drab and out of date. The new public release of *Magic Workbench 2* is much more than a simple collection of replacement icons. It's a full, transparent colour management system that transforms all the aspects of your system, replacing icons with relevant photo-realistic images, new system fonts and professional backdrops.

MagicWB has already found a home on the Amiga and has been adopted by most Shareware authors and many commercial vendors as a standard, so that their programs come with *MagicWB* versions. This new version takes the concept forward, so it is recommended to any current users of *MagicWB* to upgrade to this version. This package requires WB2+ and a hard drive and at least an 8-bit screen, but has extra features under WB3. This public release doesn't have all the features of the fully registered version either.

One of the important new additions is a *Magic-WB* daemon program that sits in the background after installation and monitors the palette display. It works on any screen depth and resolution and on graphics boards, and takes care of the palette re-allocation when a new screen is opened and checks if patterns need re-mapping. Under WB3 it also enables you to determine the cursor colours without conflicting with the palette.

"It replaces icons with photo-realistic images, new fonts and professional backdrops."

Once you have *Magic Workbench* installed, you'll wonder how you ever stood using Workbench before.



Because of the new colour system it's between two and three times faster than older versions – nearly as fast as the original 4-colour Workbench. It also needs nearly 70 per cent less memory and only half the disk space.

ICONS GALORE

Aside from these utilities, *MagicWB* can be split into three areas where it offers enhancements to Workbench.

The first and most major enhancement is in its replacement of the Workbench icons. When you run the *MagicWB* installer (don't try and install the package manually, use AmigaDOS script) – you can upgrade all of your system icons to the new system. The idea has been to create specific icons for every drawer and system tool. Each icon has been created with the idea of system part in mind. As the author says, many of the original icons don't epitomise the tools well enough, meaning that it's easier to browse and find things using just the names, which removes the point of having a graphical representation. These new icons are designed to return the Workbench to a graphical one, where you see exactly what you are after by the icon. For example, the Palette utility in Preferences is shown by a painter's palette, the Serial utility by a cable, and the utilities drawer indicated by a spanner icon.

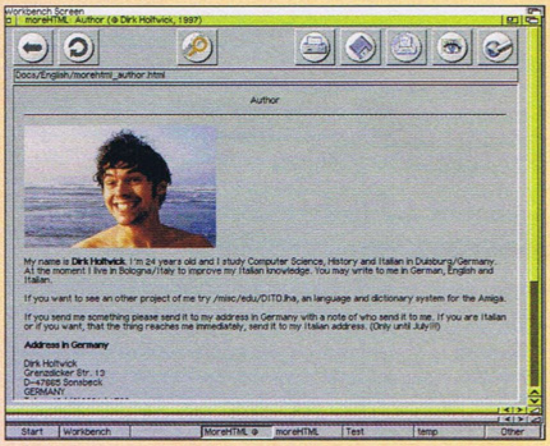
There are more icons included on your Workbench than just the ones on your system disk, for example the default icons used by the system when creating drawers. These default icons are last replaced, including the one used by the RAM disk and the System partition. If you want to make adjustments to the RAM disk icon, you can't simply do this to the icon used on the Workbench. You could make the adjustments manually, but the *MagicWB* package includes a tool to take the preferences from the changed icon to your system so that it is used every time in the future.

This is also true of other icons that are replaced. While it is easy to replace icons, it's harder to swap icons while retaining any icon information such as a tooltype. *MagicWB*, though, does include a tool to do just this. Called

MORE HTML

With the proliferation of HTML pages hitting every computer platform, the Amiga is not being left behind and this HTML viewer is one way of making sure that even those without a full Internet connection are not left out in the cold. This utility uses MUI and allows off-line browsing. It supports most of the new HTML tags and so allows you to view almost any HTML page that is currently around. If you have HTML pages on your drive from disks or CDs you can now look at all the pages and browse them without having to use any of the high powered navigation programs around.

What's more the author has taken the idea of being able to edit a page from other browsers so that if you look at a page you like or have created yourself and are proofing, you can quickly load the source HTML back into a text editor to make any changes you need to.

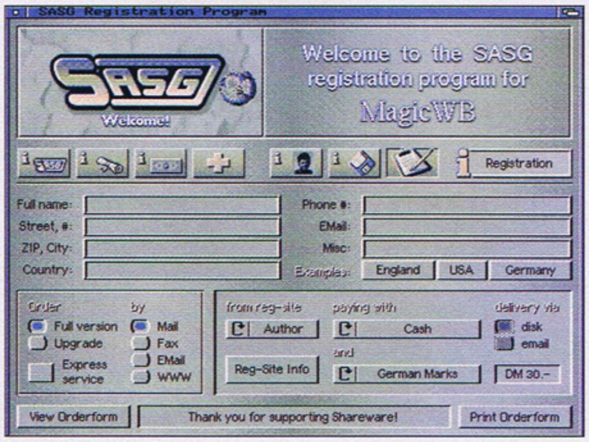


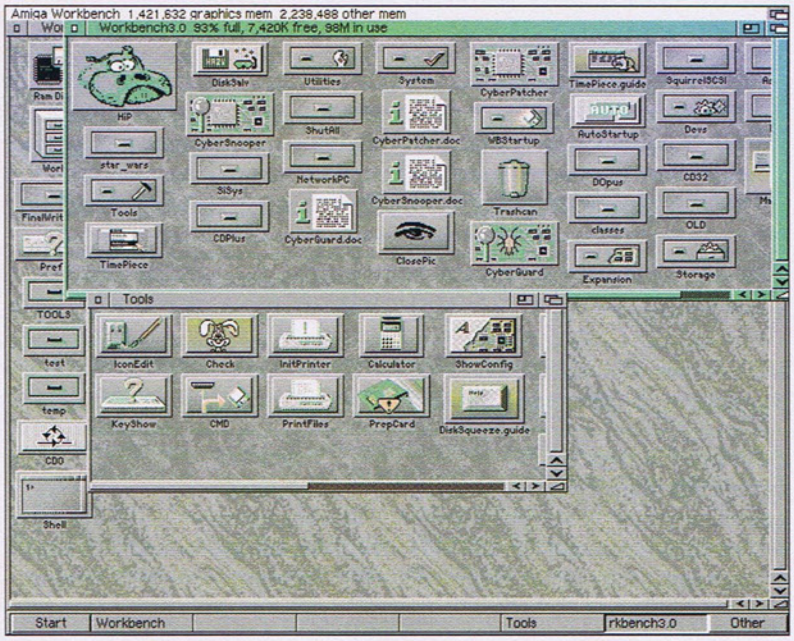
MoreHTML's author's attempt to get his picture seen by Amiga users succeeds as we print it. Are we suckers or what?

IconUpdate, it can preserve the icon position, tooltypes and default tool. All you need to do is start the program from within the Programs drawer inside the *MagicWB* package. A window will open that asks you to drop in the source icon (ie, the one you want to replace) and then asks for the replacement icon. Drag and drop the icons onto the window and the icons will be swapped, with all the relevant information kept.

If you are interested only in changing the drawer icons that are used on your drive, then there is a separate script included that will do this too and preserve the attributes. Because the main installer only replaces the icons on your system partition, you will probably also want to run this script to replace the other icons that are bound to be used on your system. If you don't use this you will have an unsightly mix of old and new icons.

The registration program for *MagicWB* does everything – all you need to do is pony up the dough.





New icons, new palettes, new fonts, new backgrounds and new utilities. *MagicWB 2* is the injection of style that Workbench needs.

SWANKY FONTS

As well as the icon replacements that are made, *MagicWB* enhances the system fonts. It cannot have escaped your notice when using Workbench that the fonts are rather drab. This system includes a set of seven special fonts that have been designed specifically to be used within the system menus, windows and CLI prompts. All the fonts are installed in addition to your system ones and although they will be used instead of the originals, they won't be deleted. The fonts all have a "Xen" prefix. It may be that you find the fonts crop too closely to the edge of windows, and if you want to change this, read the *MagicWB* documentation for details on how to do so.

The last change made is to the backgrounds section. This part functions best under WB3 and by default only installs two new marble-type backdrops that are then displayed by default. If you want to make use of any of the others that are included in the package you can install the other backdrops manually from the Patterns drawer in the package.

Like other features not included, not all of the patterns are there. This is because *MagicWB* author Martin Huttenloher has to encourage users to register somehow. This is also why you now get a nag requester that reminds you to register the package when the demon utility starts as Workbench loads. As we always say, it is sad that the market has reached this stage, but developers will simply abandon the Amiga if users don't pay for the software they use. The requestor includes all of the information you need about the upgrade and for UK readers, costs only £15. To register first fill in all the details on the interactive form, ensuring that you have selected the appropriate payment method. You can even install online if you want.

Issue 100 Giveaway!

We're Infested!

Golden Image have let 75 brand new black mice roam free around our offices! If you send in a self-addressed postcard, we'll round them up and send you one. Send your postcard to:
AF100 Meece draw
Golden Image
65 Hallmark Trading Estate
Fourth Way
Wembley
Middlesex HA9 0LB
For competition rules and regs see page 9.



worth £745!

Are you wanting to connect to the Internet?

1. Comprehensive Software

ALL YOU NEED TO CONNECT AND SURF

NetConnect provides you with all you need to connect to the Internet - full TCP stack, web browser, mail, news, ftp, irc and telnet clients. You don't need anything else, no need to worry about additional software. The CD version even includes pre-configured MIME-types (for web browsing), datatypes, additional online documentation and more!

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NO SHAREWARE - FULLY LICENSED SOFTWARE

NetConnect is a suite of **commercially licensed** Internet software which means there is no need to register or purchase any of the software contained within the package - no time limitations, no hassle. All the software contained within NetConnect are arguably the best in their class. You **can** add other commercial Internet software to NetConnect via the configurable 'ToolsManager' style icon bar.

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We pride ourselves in offering superb after sales support to all our NetConnect/Internet users. We guarantee you will not get better **free** Internet related support from any other rival company. Support via:

- Telephone (during normal office hours - other companies charge for this!)
- E-Mail (you can email us directly with NetConnect or general Internet enquiries)
- Mailing list (subscribe to our mailing list - a general NetConnect/Internet forum)
- WWW (the NetConnect web site contains news and upgrades for registered users)

Our aim is to help users with their Internet connection ***after*** they have purchased NetConnect and we understand that the Internet can be a daunting experience for the beginner.

4. Quality Branded Modems

We only supply quality **branded** modems (Dynalink UK Ltd), which may cost slightly more than their unbranded competitors, but they ship with a 5 year warranty, the knowledge that a UK company offers support/information and you are buying a modem with quality (Rockwell based) components.

K56 FLEX *new 56k modems!*

5. Connectivity Offers

When you examine the competition you may notice that we offer NetConnect users substantial savings when they need to connect to an Internet Service Provider (ISP). We currently have two offers: save £20.00 (exl. VAT) from Enterprise PLC or a free trial period with either Demon Internet or Netcom. These offers add value to NetConnect.

6. Applauded by Experts

NETCONNECT v1 REVIEWS

NetConnect has received rave reviews by Amiga Internet experts from paper and online magazines! Many of these reviewers recognise the ease-of use of the package, the comprehensive collection of software and the backup support we provided via our mailing list, web site and telephone hotline (during office hours).

CU Amiga (June 97) - **89%**
Amiga Format (June 97) - **92%** Gold Award *"..if you're considering getting online, NetConnect is the perfect choice for the Amiga user."*
Amiga Computing (July 97) - **92%** *"Only a fool would miss out on the chance of buying such an excellent suite of programs at such an affordable price."*
theLair (issue 3) **5/5** *"..best of its class."* (online http://amigaworld.com/thelair)
PureAmiga **98%** (online http://www.pureamiga.co.uk)



It's dead easy!

NetConnect is super-easy to connect to the Internet! Just choose the provider, enter some user details (name, email address), select your modem and you are ready to start surfing! NetConnect also comes with a configurable icon bar to launch and manage your Internet modules - you can even add other software if desired. All the software within NetConnect is supported with regular upgrades. *Amiga Format* concluded (June 97 issue): "Almost the perfect package for the Amiga Internet user", "If you need to get online, this is the easiest way to do it" and "It's good value for money too - especially the bundle including the 33.6K modem."



AMITCP v4.6 DIALUP
AmiTCP is a new full TCP stack, enhanced and developed by us and NSDi with full GUI control!

VOYAGER-NG
Voyager Next Generation is already powerful with javascript, frames, tables, SSL (https:) etc!

MICRODOT-II
A superb and brand new commercial email and news client, said to be the best for the Amiga!

AMFTP
The industry standard FTP client and the number one FTP program on the Amiga.

AMIRC
Again, the industry standard Amiga IRC client - said to be better that its PC and Mac rivals!

AMTELNET
Use AmTelnet to maintain your web site, connect to external computers, play online games!

NET INFO
NetInfo is a new program by Oliver Wagner to search the net - traceroute, ping, services etc.

AMTERM
AmTerm is a comms program - connect to a BBS, send files to your friends Amiga/PC/Mac!

X-ARC
Brand new DOpus like archive management tool which integrates with the NetConnect package!

.....STOP PRESS.....STOP PRESS.....STOP PRESS.....

NetConnect v2 Announced!

If you thought NetConnect was good, look at the specifications for v2 (due out around the end of July):

- Wizard GUI - makes configuring your ISP a doddle!
- New programs - NetInfo and X-Arc
- Re-written AmiTCP Dialler (MUI based, more control)
- Programs are now keyfile based (can be used with any TCP stack!)
- Extras pre-configured: MIME types, datatypes, online help files etc
- Updated, latest versions of the modules (Voyager, Microdot-II, AmIRC, AmFTP etc)
- Printed installation/introduction guide
- Printed manual - using the Internet and NetConnect
- Plus many more smaller changes and additions

Latest Technology Modems

K56Flex modems are here! Download software and web pages upto **twice** the speed of a 28.8 modem. 56k modems will operate at 33.6K speeds for uploading but you can cut your phone bills drastically when using the 56K technology! Isn't it about time you upgraded that 14.4 or 28.8 modem? For further information about the new K56Flex (Rockwell developed) technology contact us!

DESCRIPTION	PRICE
Dynalink 1456VQE Data/Fax/Voice Modem	£119.95
Dynalink 1456VQE Data/Fax/Voice Modem & NetConnect	£149.95
Dynalink 1433VQE Data/Fax/Voice Modem	£ 89.95
Dynalink 1433VQE Data/Fax/Voice Modem & NetConnect	£119.95

K56Flex modems need to connect to another K56Flex modem in order to use 56K technology (make sure your provider supports K56Flex technology). Call for further technical details.



- Quality branded Dynalink modem (supported by Dynalink UK Ltd)
- 33600 bps DATA/FAX/VOICE modem - true v34. Throughput to 115,200 BPS via V.42 bis data compression
- Group 1, 2 & 3 send/receive FAX (14.4)
- Voice Commands - DSVD upgradeable (by software)
- Auto Answer
- Full Duplex Speaker
- Call Discrimination
- Fax on demand
- Simultaneous voice and data (S.V.D.)
- Message playback via sound card / speaker or headset
- Auto mode detection allows modem to connect with a modem that is configured for differing connection modes
- Extended AT (Hayes compatible) command set
- Upgradable ROM chip (safeguarding against future specifications)
- BT and CE Approved
- Amiga 25pin and Surf Squirrel/PC 9pin serial cable included
- With Headphones and Microphone
- 5 year warranty - also undergone rigorous Amiga tests

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active@enterprise.net

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POSTAGE/DELIVERY

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NEXT MONTH

What? You mean you want more.

Oerr. Sorry, we spent so much time doing this special celebratory issue, we forgot about producing another one. And there's still a tiny bit of cake left. Oh well, I suppose we will just have to bring you some excellent reviews of Epic3d Racer, Flying High, a work in progress on Foundation, an update on the CyberVision 3D and the Phase5 Power Up board, a profile on Urban Müeller, two great Coverdisks and much more. Now have a heart and keep the noise down...



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Colour Originators – Phoenix Repro
Printed in the UK by St Ives PLC

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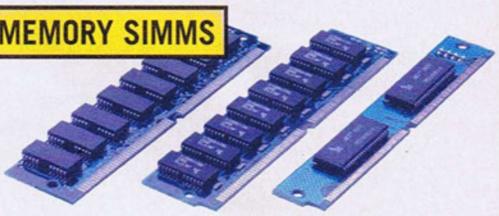
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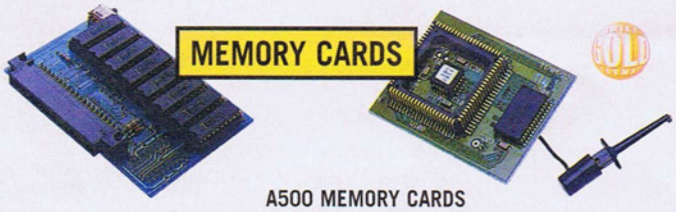
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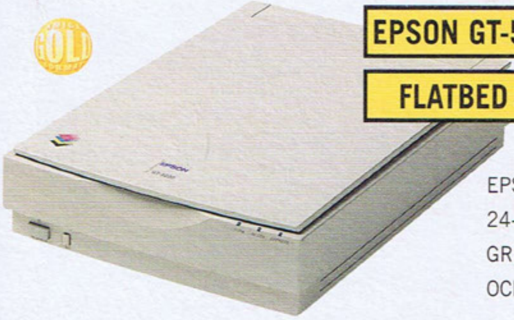
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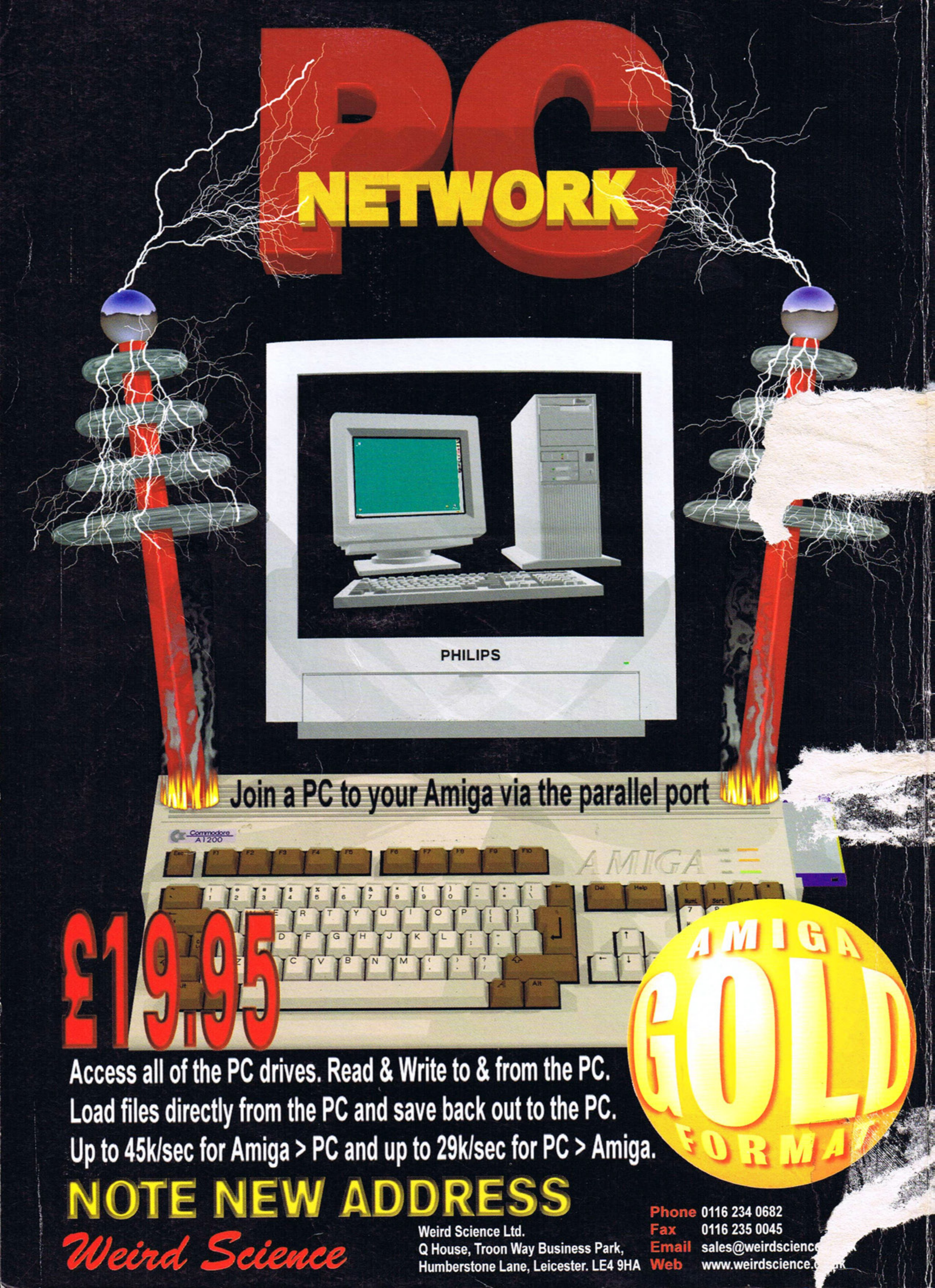
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